Call of Cthulhu

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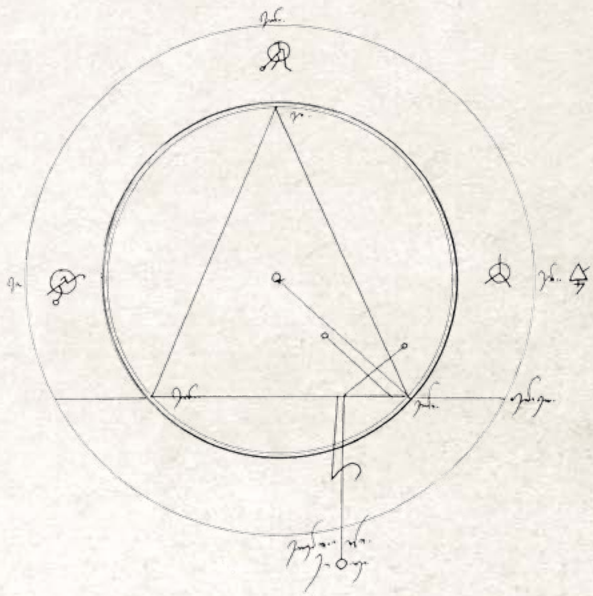
The Grand Grimoire of Cthulhu Mythos Magic



Mike Mason

with Matthew Sanderson

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Chaosium Inc.

CREDITS

Developed, Revised, and Written by
Mike Mason with Matthew Sanderson

Cover Art
Sam Lamont and Rhys Pugh

Interior Art
Goomi
Jonathan Wyke
Juan Barba

Layout and Art Direction
Nicholas Nacario

Book Design
Michal E. Cross

Call of Cthulhu Line Editor
Mike Mason

Proofreading
John Kingsworth and Doug Bailey

Special Thanks
Jon Hook and Brian Murphy

Dedication
For Garrie Hall and Dave Winfield

Clear Credit

Concerning Magic, Spell Names, Deeper Magic, Difficulties in Spellcasting, Spell Components, Magical Residue written by Mike Mason. Casting Spells and Call, Contact, and Summon Disambiguation drawn from *Call of Cthulhu Rulebook* (7th Edition) written by Paul Fricker and Mike Mason. Categories of Spells originally written by Paul Fricker and expanded by Mike Mason, assisted by Matthew Sanderson. Folk Magic devised by Stéphane Gesbert and developed by Mike Mason (with thanks to Chad Bowser). Spirit Attacks and Possession developed by Chad Bowser and Andi Newton with revision by Mike Mason. Dreamlands Natives and Spells written by Chris Williams and revised by Mike Mason. Flawed Spells written by Sam Johnson and revised by Mike Mason. All spells written or revised by Mike Mason with Matthew Sanderson.

Original spells were created by: Andi Newton, Andrew Leman, Barbara Manui, Bill Barton, Brian Sammons, Bruce Ballon, Chad Bowser, Charles Engan, Chris Adams, Chris Williams, Christopher Adair Smith, Clifton Ganyard, David Conyers, David Hallett, Doug Lyons, Eric Row, Erik Herber, Fred Behrendt, Fred Van Lente, Gary O'Connell, Gary Sumpter, Geoff Gillan, Greg Lanier, Gregory W. Detwiler, Harry Cleaver, Herbert Hike, Ian Winterton, Jamie Anderson, Janyce Engan, Jason Williams, John B. Monroe, John Scott Clegg, Justin Tynes, Keith Herber, Kevin A. Ross, Kurt Miller, Larry DiTillio, L. N. Isynwill, Lucya Szachnowski, Lynn Willis, Marc Hutchison, Mark Morrison, Matthew Sanderson, M. B. Willner, Michael Dziesinski, Michael LaBossiere, Michael Tice, Mike Lay, Mike Mason, Nick Hagger, Owen Guthrie, Paul Fricker, Peter Aperlo, Peter F. Jeffery, Phil Frances, Richard T. Launius, Richard Watts, Rob Malkovich, Russell Waters, Sam Johnson, Sandy Petersen, Scott David Aniolowski, Scott Haartman, Shannon Appel, Sheldon Gillett, Stéphane Gesbert, Steve Hatherley, Ted Shelton, Tim Wiseman, Toivo Luick, Tom Lynch, Wesley Martin, William A. Barton.

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INTRODUCTION

Ygnailh... ygnaiih... thflthkh'ngha.... Yog-Sothoth ...

—H. P. Lovecraft, *The Dunwich Horror*

For the first time, the *Grand Grimoire of Cthulhu Mythos Magic* gathers together some 550+ *Call of Cthulhu* spells from across thirty years' worth of supplements, scenarios, and campaigns. A useful tool for Keepers, this tome is a resource to both inform and inspire. All of the spells have been revised and updated for *Call of Cthulhu* 7th Edition. Some spells have been changed to be more generally useful and less specifically tailored to a particular scenario; in other cases, where multiple spells were virtual duplicates, they have been amalgamated into a single entry. A small number of spells (usually found in campaigns or older scenarios) were found to be overly specific to their original plot and, having little particular use outside of that plot, have not been included. Nearly all spells have been given a number of alternative names, where appropriate, allowing Keepers to keep their players on their toes and ensure no spell becomes commonplace.

The opening chapters take a brief look at magic and spells in general and provide additional resources concerning astronomical considerations, spellcasting, and other relevant information for Keepers to use as they will. Flawed spells, deeper magic, folk magic, and Dreamlands magic are all discussed and advice and guidance is provided for developing such magical tangents in your games. Three magical non-player characters are detailed, each able to be dropped into games to help or hinder investigators.

Hopefully, the *Grand Grimoire of Cthulhu Mythos Magic* will provide you with not only a handy resource in the middle of a game, but also a deep well of inspiration to draw upon when creating your own scenarios, plots, and encounters.

In lucem, ita inspiratio. In tenebris secreta sapientiae.

Mike Mason, 2016

Magick is the Science and Art of causing Change to occur in conformity with Will.

—Aleister Crowley

The *Oxford English Dictionary* describes magic as "the power of apparently influencing events by using mysterious or supernatural forces." This definition works just fine but misses one important aspect when we consider the magic of the Cthulhu Mythos—namely, corruption. In many traditional fantasy games and fiction, magic is often a source of wonder, possibility, and utility, a tool used to achieve a result for little or no cost. Very much a tool used to achieve a result for little or no cost. However, the magic of the Cthulhu Mythos, while seemingly offering tangible benefits, is hostile. It gives with one hand and takes away with another. Mythos magic corrupts; it breaks down moral fiber and sinks its teeth into the mind, shredding both sanity and humanity.

Wielding otherworldly energies damns the wielder, the more one drinks of the unnatural power, the greater the infection becomes. If reading a tome can be likened to playing with fire, casting a spell is like pouring gasoline over your head and striking a match. The erosion of Sanity points combined with a thirst for magical knowledge drives people insane, destroys morality, and leaves only the insane will of the sorcerer to lust after even greater power and to plumb greater depths of horror.

The magic of the Cthulhu Mythos defines the cosmos and it is the awful truth that lurks beyond humanity's perception of reality. Those who touch its flame are forever changed.



CHAPTER 1

CONCERNING MAGIC

Indubitably, Magic is one of the subtlest and most difficult of the sciences and arts. There is more opportunity for errors of comprehension, judgment and practice than in any other branch of physics.

—Aleister Crowley

Many diverse matters should be taken into consideration when attempting to bend the cosmic forces of the universe to one's own will. Some guidance and ideas follow for Keepers wishing to add layers of verisimilitude to the magic in their games.

STATE OF MIND

Having the correct frame of mind when spellcasting can be vital to success. Distracted sorcerers risk spells performing poorly, not at all, or worse transforming into something undesirable. Ritualistic purification of mind and body are often requirements of more involved spells. Often all that is required is a clear and focused mind—hence, the reason why a number of spells call for periods of meditation. Some wizards will ritually bathe; others may use foul–or sweet-smelling oils to purify their flesh.

Outside concerns, such as dire conditions and combat, act to distract the spellcaster. When such matters might prevent the caster from clear thought, call for an INT roll to ensure clarity of mind and purpose.

Working Space

Ensuring a clutter-free magical workspace is essential when executing complicated and involved magic. Appropriate vibrations, energy, and space are needed. Leaving the remains and aftereffects of old spells hanging around could, in theory, bring contamination to new spell work (with disastrous consequences).

The space should be ritually purified beforehand for significant summonings (the nature of the purification can vary widely, and "purification" might be an unfortunate choice of word when watching a sorcerer pouring fresh blood around the area to "cleanse" it). The area might also be consecrated to the spell caster's favored Mythos deity, although as certain spells call upon a specific Outer God or Great Old One, it is always prudent to ensure that such entities are "made to feel at home" lest they feel snubbed or slighted.

Watch the Heavens

Astronomical configurations are often of great significance in the effectiveness of certain spells (particularly when invoking or petitioning a Mythos entity). Wizards who neglect research and who pay no heed to the turning of the Wheel of the Year will find themselves undone—their spells may fizzle or unexpected outcomes may arise. Great sorcerers plan years in advance to ensure they are in step for the perfect moment of astral alignment—this is why wizards will seek far-reaching revenge on those who vandalize such feats of planning (cue the investigators).

For more on astronomical considerations see **Are the Stars Right?** (see page 8).

THE NATURE OF SACRIFICE

Oh, there are little rhymes a mage might use to remember the sequence of what must be done, but the words themselves don't do a thing. You could write every 'spell' as high as a man on the barn wall, but if you don't have the power to start with, all you'd have is a strange rhyme. And a bad one at that.

—Gail Z. Martin, *The Blood King*

Sacrifice is often an integral part of the pact, petition, or negotiation between the spellcaster and a Mythos power. Usually, some form of sacrifice is required for a successful outcome, be it in magic points, hit points, POW, or an offering like the blood of an animal or the life of human sacrifice. Spell-casters must, in virtually all cases, sacrifice part of themselves to the spell (normally magic points or POW); however, at times a spellcaster will need to provide more. Understanding the nature of such sacrifice is vital tool for the Keeper.

Opposite: Sigil of the Great Old Ones by Goomi

A sacrifice must be of something that matters. The spell will usually state the required sacrifice (if it is more than simply channeling the sorcerer's energy). Where the caster is desirous of greater power, often the sacrifice required is personal. Thus, in this case, sacrificing a captured enemy would not suffice, whereas severing and offering up one's own hand would. If invoking a Mythos deity, the sacrifice of captured enemies (or just about anyone) will most likely suffice and sate the hunger of the entity (at least for a while). Wizards who forget the appropriate offerings to Mythos creatures will find that they themselves quickly become the sacrifice.

Where investigators are performing a spell requiring a sacrifice, the Keeper should think about using the sacrifice to drive the story. If something has little or no value to the investigators then it has little or no value as a sacrifice—perhaps the spell will fail or be weaker than imagined. The spell might call for the sacrifice of an animal and just stealing one from a farm might sound like a brilliant solution, but as the beast has no value to the caster the spell will fizzle. Whereas, the sacrifice of a favored pet or an animal of great significance to the caster is exactly what the spell is asking for.

Sacrifices should pose moral quandaries for the investigators (and players): they need to cast the spell to defeat some terrible outcome, yet to do so calls for a significant sacrifice of something very personal. Such acts have a cost. The Keeper should play on these to bring drama and consequences to the story. Often this can be accomplished through the loss of Sanity points, but where possible try to figure effects upon the investigators' backstories: their key connections, relationships, ideology, and possessions. Just as a Keeper might corrupt a backstory element through insanity or a major wound, casting a particularly nasty spell may well entail the same result. Remember that Mythos magic is fundamentally inhuman and uncaring; it burns through the consciousness and damns those who partake fully of its cup.

"Kla-ia!! Shub-Niggurath!
Mother of the thousand!
Mistress of the grain!
Come now! Kla-ia!"

—Rural invocation

ARE THE STARS RIGHT?

Be hole, be dust, be dream, be wind
Be night, be dark, be wish, be mind,
Now slip, now slide, now move unseen,
Above, beneath, betwixt, between.

—Neil Gaiman, *The Graveyard Book*

Many spells (particularly summoning and calling spells) require certain astronomical events to be taking place for the caster to succeed in the performance of the spell. Unless noted in the spell's text, astronomical considerations are the purview of the Keeper in terms of whether or how they might assist or hinder spellcasting. Spell descriptions, in the main, are purposely vague to allow the Keeper to develop, design, and impose plot and story considerations as they see fit. Most times, most spells just work and other considerations, like the current phase of the moon, are unimportant.

However, to assist Keepers when designing motives for despicable cult leaders, or when developing new spells, the following is a sample selection of possible astronomical factors that could be called upon as the Keeper sees fit. Perhaps the version of the Call Cyaegha spell in your game is best performed on a new moon or on the night of Samhain—how complicated and limiting such conditions could be is ultimately your decision.

For Keepers wishing to really play up astronomical considerations, it is suggested that a bonus be granted when the spellcaster has waited for the most opportune time for the spell to be cast. The bonus could be applied to the initial spellcasting success roll (decreasing the difficulty of the roll from Hard to Regular), or could be a bonus die awarded to the caster when an opposed POW with a target is made, and so on. Likewise, a penalty (raising the difficulty level to Hard or Extreme, or imposing a penalty die) could be applied if the conditions are not favorable. A word of caution: building up to a big magical event can be a very engaging point for the players and so overtly penalizing the spellcaster and increasing the likelihood of failure (i.e. nothing to happening) can be very anti-climactic and unsatisfactory for all concerned. If in doubt, have something (rather than nothing) happen. Better for the spell to go awry and cause some unexpected calamity than for it to fizzle and nothing happen.

DAYS OF THE WEEK

In magical practice, each day corresponds to a particular planet, which is thought to bring beneficial associations for spells concerning certain spheres or desires.

Weekday	Astronomical Associations	Spell Associations
Monday	Moon	Dreams and spells concerning health and restorative magic.
Tuesday	Mars	Combative spells, bringing disaster or injury to enemies.
Wednesday	Mercury	Communication and divination, and spells concerning enhancing skills or abilities.
Thursday	Jupiter	Spells bringing luck or bad luck, fulfilling desire, and summoning.
Friday	Venus	Magic concerning creativity and relationships.
Saturday	Saturn	Protection spells, warding and banishing.
Sunday	The Sun	Magic that will bring power, strength, promotion, or a reward.

PHASES OF THE MOON

The positions of the Moon have long been believed to enhance certain types of spells.

Moon Phase	Spell Associations	Notes
Waxing Moon	Summoning, calling, and contact spells.	Increasing (from new to full); the Moon is 45–180 degrees ahead of the Sun.
Full Moon	Spells concerned with empowerment, forcing one's will upon another, combative spells.	The Moon has reached its zenith; 180–255 degrees ahead of the Sun.
Waning Moon	Banishing, binding, and releasing spells. Also cleansing and healing.	Deceasing (from full to new); 225–315 degrees ahead of the Sun.
New Moon	Divination, prophecy, and communication spells.	The Moon is directly between the Earth and the Sun and therefore hidden; 0–45 degrees ahead of the Sun.

WHEEL OF THE YEAR

In Pagan ritual, agricultural festivals relating to the season or solar events divide the year. Each such festival marks a time when spellcasting may be advantageous.

For witches, the night belongs to the next day (the day traversed from sunset to sunset) and so Sabbats are held on the evening before a major festival.

Fire Festivals

Imbolc: 2nd February (Candlemas)

Beltane: 1st May (Roodmas, May Day)

Lughnasad: 2nd August (Lammas)

Samhain: 31st October (Halloween)

Solar Festivals

Winter Solstice: 21st December (Yule)

Spring Equinox: 21st March (Ostara)

Summer Solstice: 21st June (Midsummer)

Autumn Equinox: 21 September (Mabon)

"Those of powers visible and unseen, come !
Aid my work with your secrets,
Let your counsel pour forth,
Grant your starry wisdom that I may walk with you,
Through the doors beyond."
—Appeal to the Outer Ones

Other Astronomical Factors

Following are just a few of a wide range of possible astronomical factors that could affect magical practice. Use these as inspiration—there are many others to be discovered through research.

Blue Moon: as the Moon revolves around the Earth thirteen times a year, a lunar month is one revolution of the moon. The average interval between full moons is 29.5 days, so occasionally two full moons can appear in the same month. The second full moon in one month is known as a Blue Moon. For every one hundred years you can expect approximately 44 Blue Moons to occur (one every two-and-a-bit years).

Leonid Meteor Shower: discovered in 1833, the meteors can be seen when the Earth passes through the tail of the Tempel-Tuttle comet. As many as 1,000 meteors per hour can be visible.

Hale-Bopp Comet: discovered 1995, one of the brightest comets, taking an estimated 2,392 years to orbit the Sun.

Halley's Comet: discovered 1531, orbits the Sun every 75 years, has a length of 9 miles and a width of 5 miles. Last seen 1986 and expected to return in 2061.

Planetary Conjunctions: conjunctions occur when two or more planets appear close together (often forming a line or triangle).

Transition of Venus: the planet Venus travels between the Earth and the Sun, seen as a black dot against the Sun's surface when viewed from the Earth. Transitins took place in 1881, 1889, and 2004; the next will not be visible until 2117.

Total Solar Eclipse: while partial solar eclipses are quite common, a total eclipse, where the Moon completely covers the Sun, is somewhat more rare.

CHAPTER 2

CONCERNING SPELLS

"Kanda… Es-trada.. Montos… Ea-grets… Gat… Nos-feratos… Kanda… Amantos… Kanda."

—Professor Raymond Knowby, *The Evil Dead*

The spells entries in this book are listed alphabetically, each detailing the usual purpose and result of a successful casting. Spells may be modified according to the needs of a particular scenario—as, like monsters, they can be adjusted to better suit the needs of the Keeper.

Try to avoid overly enhancing a spell, as this can unbalance the game (the investigators already have a hard enough time as it is). Also, avoid devising new spells that purely provide some form of utility to the investigators—spells should never be considered mundane within the game world.

Almost every spell should have some form of drawback over and beyond its magic point cost; this drawback is most often a Sanity cost, but could instead entail additional side effects or disadvantages (in game terms). Mythos magic draws upon the hidden cosmic realities of existence, something humanity is ill-equipped to understand or employ. Casting spells gives power, enabling a weak man to become strong. It is tempting to corral the primal forces of the Mythos to one's own agenda, yet to do so courts destruction and madness. The Outer Gods and the fabric of reality are not simple playthings, and anyone who does not pay the proper respect and caution when invoking the hidden powers of the universe is rightly doomed.

SPELL NAMES

Spell names should be evocative. Many spells in this book have their original name (as first published), as these are commonly known and easier for Keepers to identify. Some lesser-known spells have been renamed and their original name provided amongst the alternative names given for the spell. For each spell, or spell type, a range of suggestions for alternative names are provided.

Keepers are free to devise new spell names as they see fit. Spells are often transcribed differently across different Mythos tomes (including within different editions of the same tome), so the same spell might be found in numerous places but with very different titles. Likewise, two very dissimilar spells might share the same name (in fact, some spells within this book share similar names to exemplify this point). Such duplication gives rise to misunderstanding, confusion, and potentially disastrous consequences—perfect for keeping investigators on their toes!

The name the Keeper gives to the investigators for each spell is a window into the Cthulhu Mythos and horror. Using unusual, thought-provoking spell names helps to unsettle the players and also suggests risk—with a name like "The Wailing Doom of a Thousand Deaths," players are more than likely to give pause before they decide to attempt to cast it, and no one will be certain what the spell's effects will be.

DEEPER MAGIC

Sanity points gauge a person's hold on "reality"—which is not reality at all but only the consensual delusion that protects humanity from that which it cannot fully comprehend: the Cthulhu Mythos. The magic of the Cthulhu Mythos is antithetical and corrosive to humanity. Through the acquisition of Mythos knowledge and by the casting of spells a person's mind becomes shredded: his or her sanity eventually fades into oblivion until only the Mythos and insanity remains. For the cultist and the sorcerer, the ultimate goal is to supplant all traces of sanity with knowledge of the nature of the cosmos—the "truth" of existence. Achieving a paradigm shift, they are insane yet are able to conceal their madness, able to continue to pursue their personal agendas without overt hindrance from society at large. Those who have taken that final

step beyond insanity and who have begun to reconcile the realities of Yog-Sothoth, Azathoth, and the other forces of the Mythos are able to elevate their understanding beyond what is possible within a rational human mind.

Insane wizards at zero Sanity may draw upon greater powers than the rest of humanity. Liberated by their madness and empowered through Mythos knowledge, these individuals can discover new facets within their spell craft and thereby gain access to deeper magic—this kind of experimentation is what takes up most of a true wizard's time and thought. Many of the spells described in this book feature notes concerning deeper magic, be it enhancements of the spell's power or effects, variant forms, or information concerning hidden wisdom. These are just examples of the possibilities available and are intended to supply Keepers with inspiration.

Investigators may, if it's the Keeper's will, learn deeper levels of magical understanding. Whenever an investigator is insane (temporary or indefinite) and successfully casts a spell, roll 1D100 and compare the result with the investigator's Cthulhu Mythos skill. If the roll is equal to or below the investigator's skill, a new depth of magic has been successfully plumbed and the option to use a deeper effect is now open to them. Once the deeper version of a spell is discovered, it remains available thereafter. Whether there are further deeper levels of the spell to be discovered in the future is a matter for the Keeper to decide. Of course, should an investigator reach zero Sanity points they are turned over to the Keeper to become a non-player character. If such a character is well versed in magic, then they can access the deeper versions of spells they already know.

Deeper Magic in Play

All Mythos entities and cultists with zero Sanity points will, if they know a certain spell, also know the deeper versions as described here. Other enemies may know deeper magic at the Keeper's discretion.

The Keeper is the final arbiter of deeper magic and decides exactly what a deeper spell can do in the game. When designing deeper magic, remember that greater power often comes at a greater price. Where the investigators are concerned, there should be no free rides.

ADJUSTING SPELLS

All spells have three elements: a cost, a description, and an effect. Cost and effect have a direct mechanical impact in the game and may include Sanity loss, physical damage, magic point loss, a permanent reduction of POW, and so on. Altering these elements is relatively simple to do: if you want a certain spell to cause 1D8 rather than 1D6 points of damage, or for a spell to cost 5 rather than 10 magic points, then that's okay. But, consider whether such an alteration is actually warranted. Giving cheap yet powerful spells to the investigators can turn them from mild-mannered janitors into death-dealing superheroes—which is not exactly the aim of *Call of Cthulhu*. Likewise, negating the value of a spell by downgrading its usefulness can be disheartening.

As a rule of thumb, increasing the potential of a spell should increase its cost, and spells that cause permanent change usually call for a permanent reduction in POW. Spells granted by Mythos deities may be more powerful and cost less (although sometimes they can also cost more, be it in magic points or in the resultant consequences—look for opportunities to drive the story).

Description, on the other hand, is simply dramatic color (the visual, auditory, and sensory performance of the spell) and can be changed with little regard to game mechanics. Use spell descriptions to enthrall, enchant, and terrify your players.

DIFFICULTIES IN SPELLCASTING

For insane cultists in league with Mythos gods, murder is just one of those things that occasionally needs to be done as means to an end, so performing a ritual sacrifice in the service of a spell will not trouble such individuals. However, for an investigator casting a spell where blood sacrifice is required, it is an altogether different prospect.

A ritual sacrifice is a cold-blooded act of murder, very different from the frenzy and heat of pitched combat where there is little time to think. Investigators wishing to cast certain spells will have to question whether the means justify the end. Whether they ***can*** take another's life in such a manner—often on no more authority than the text in a moldy old book claiming to be a spell, which to any rational mind is plainly ridiculous.

An investigator must *fail* a Sanity roll in order to go ahead and carry out human sacrifice—if he or she passes the roll they find they cannot bring themselves to carry out the despicable act. In addition, if they are able to go ahead, then the Keeper should impose Sanity loss on everyone who takes part. The Keeper might also impose or corrupt one of the investigators' backstory elements to take account of the possible self-loathing, guilt and remorse, or feelings of power the investigator may experience. Such events can be a significant crossroad for an investigator, setting them down a path to either redemption or hell.

FOLK MAGIC

Certain spells are marked (Folk), which means they probably do not outwardly appear as Mythos magic, perhaps appearing to be more like a "utility" spell. The use of such spells is optional. Folk magic spells tend to perform some curse or blessing, often seemingly estranged from Mythos magic.

Folk spells should be considered watered-down Mythos magic, learned by humans and passed down the generations. They are a pale reflection of "true" magic, often known by shaman, witch doctors, and the like. Although diluted, and unbeknownst to the caster, they still draw some vitality from the hidden fabric of the Mythos and so are able to perform minor miracles. Usually such spells are taught by word of mouth and are unlikely to be found in Mythos tomes.

Spells such as Healing and Charm Animal can be strange bedfellows for *Call of Cthulhu* and more likely to be found in epic fantasy games. If you feel such spells have no place in a horror game then feel free to ignore them.

FLAWED SPELLS

Transcribing and translating spells into grimoires is a painstaking task, requiring understanding of the subject matter and great attention to detail. From time to time mistakes get made and are not uncovered until some foolish person comes along, learns the spell, and attempts to cast it. These mistakes are what produce flawed spells.

A flawed spell, on the surface, looks correct. It is not until casting that the flaw in the spell becomes apparent—the spell is somehow "wrong" and potentially dangerous to the caster and those around him or her. Flawed spells are learned normally, but do not function properly (the time and effort spent learning the spell is often wasted).

When cast, a flawed spell will not produce any effect (i.e. not work at all) 60% of the time. The other 40% of the time, a flawed spell will produce a magical effect but probably not one the caster intended. The consequences can be potentially dire. Exactly how a flawed spell malfunctions is determined by the Keeper, but it should (mostly) be commensurate with the scale and scope of the spell (i.e. casting a flawed version of Candle Communication shouldn't result in Yog-Sothoth being summoned). Some possibilities are outlined below.

If the caster already knows a similar spell within the same spell category as the flawed one, such as Call/Dismiss, Contact, Summon/Bind types of spells, they may be able to detect the flawed spell with a successful Cthulhu Mythos roll and 1D8+1 hours of study. For more obscure or unusual spells, detection can be more difficult, requiring a Hard Cthulhu Mythos roll and 2D8+1 hours of study. At the Keeper's option, investigators may need Cthulhu Mythos skill of 40% or better to be able to detect flawed spells.

An ambitious wizard may be able to repair a flawed spell, although the task is not an easy one. Access to an alternative version of the flawed spell in a different edition of the grimoire or another tome entirely is needed. Ideally, the wizard should also have access to a number of Mythos tomes in order to fathom the workings of the spell in question. To determine success, the wizard should attempt a Hard Cthulhu Mythos roll. The difficulty might be raised to Extreme if they only have very limited access to other Mythos reference tomes (one or two books), or be lowered to Regular if access to a large library of Mythos tomes is available. If the Cthulhu Mythos roll is successful, the wizard then requires a successful Hard INT roll. If both rolls are successful, the wizard has been able to repair the spell. How long is spent undertaking such a project is determined by the Keeper. Should either of the rolls be fumbled the wizard believes the spell to be repaired when in fact he or she has increased the flaw—when the spell is cast something calamitous will happen.

Possibilities for flawed spells:

- Spell does not function at all (spell costs are still taken).
- Spell does not function but causes environmental changes for 1D6 rounds: freak weather, blood pours from the ground and begins to boil, creatures "from beyond" can be seen swimming through the air (and can see the caster), a great rent in the earth opens up, and so on.
- Spell functions but causes side effect: the caster's skin turns blue, they grow long hair all over their body, blood weeps from their eyes and blinds them for 1D4 rounds, and so on.
- Spell functions but causes additional effects: those nearby suffer some form of damage, everyone is hurled by magical forces up to ten feet in the air, animals nearby begin to speak in human languages, and so on.
- Spell functions in some other way entirely; choose a spell of approximately the same cost and apply its effect(s) instead.
- If a spell concerning a particular Mythos entity or deity, the caster (and possibly those nearby) is transported to the location of the entity or deity.
- The caster is wracked with searing pain and explodes in a towering column of purple flame.

DREAMLANDS MAGIC

Dreamlands magic is different from that in the Waking World, it being just another manifestation of the dream reality and so may appear fantastical, nightmarish, or just plain strange to the eyes of a dreamer.

Dreamlands spells may only be learnt and cast within the Dreamlands. Should a dreamer learn a Dreamlands spell, when they awake they will have no memory of the spell and will not be able to cast it in the Waking World. When they next venture into the Dreamlands they will recall the spell and be able to cast it as they see fit.

Astute readers will note that many Dreamlands spells in this book would not seem out of place in a fantasy roleplaying game, as many are utility spells providing some form of (usually) favorable service for the spellcaster. While most of these spells might feel out of place in a normal *Call of Cthulhu* scenario, they present the possibilities of dream and exemplify the ethereal and fantastical quality of the Dreamlands setting. If you prefer a more nightmarish Dreamland then twist the Dreamlands spells—make them darker and more malign. For example, take Opaque Wall (page 146): the spell causes a wall of force to appear, protecting the caster from those on the other side of the wall. To twist this spell, have the wall form by pulling up the bones of the dead from the Underworld; the spell literally drags bones from below up through the earth, causing great rents in the ground and bones to fly through the air. The bones knit together, forming the wall. The spell is effectively the same, but its description is changed to provoke a darker tone. What's more, with this version, perhaps the reaching claws of gugs lunge from below to grab a tasty snack (providing further trouble for the caster and his or her compatriots).

Spellcasting in the Dreamlands

Natives of the Dreamlands are more familiar with magic and so casting a spell is not nearly as Sanity-wrecking an experience for them as it is for the average Waking World investigator. Whenever a native of the Dreamlands casts a Waking World spell (i.e. a non-Dreamlands spell) they only lose the minimum Sanity cost of the spell. However, for spells that can only be cast in the Dreamlands, the Dreamlands native will still incur the full normal Sanity cost.

***For example:** if a Dreamlands native casts Unspeakable Promise (usually costing 2D8 Sanity points), they will lose only 2 points. If the same native casts Devolution, a Dreamlands spell, they would incur the normal Sanity loss of 1D10 points.*

SPIRIT ATTACKS AND POSSESSION

Within the unseen realm of spirit (or limbo-energy, pan-dimensional space, the beyond—call it what you will) dwell non-corporeal entities, many of which are desirous of mankind's physicality and precious life force. Such desire often prompts them to attack, either to leech energy from a human or to possess one.

A spirit's attack consists of an opposed POW roll. To onlookers, this appears as the spirit clawing at, enveloping, or otherwise physically attacking the target (if it can be seen at all).

- **If the attacking spirit overcomes the target's POW:** the target loses 1D10 magic points and makes a Sanity roll (1/1D4 loss).
- **If the target can overcome the attacking spirit:** the spirit loses 1D10 magic points.

If the target runs out of magic points they immediately fall unconscious or become possessed (if that's the will of the spirit). Note that very powerful spirits may drain 2D10 Magic points from a target in a single combat round, but will only lose 1D10 Magic Points if they are overcome by the intended target.

Mental combat continues each round until the target is unconscious or possessed, or until either side flees. Those involved act in order of highest POW rather than DEX.A spirit will usually flee before it reaches zero magic points.

Those who become possessed may be controlled for a period of time, acting in accordance with the will of the possessing spirit. Usually this takes the form of performing a certain action, harming another person, or perhaps harming themselves. Possession usually lasts for 1D10 hours but may be longer at the Keeper's discretion. Those possessed for longer periods may attempt to win a new POW vs. POW roll every 8 hours in order to throw out the possessing spirit. A possessing spirit can only be dislodged by the possessed host winning a subsequent opposed POW roll, magical spells, or the loss of all of its magic points. The spirit may, of course, leave the host whenever it wishes, but must win a new opposed POW roll if it wants to reclaim the host's body.

Some spirits (often the ones sought out by investigators) are obliged to provide their opponent a boon when defeated in spirit combat; this could mean answering a single question, giving a direction, or imparting some other piece of information before departing.

SPELL COMPONENTS

Most spells use verbal and/or somatic components in their performance, calling upon cosmic principles and unearthly geometries; some call for specific ingredients, while others are left to the Keeper to determine.

In most cases, *Call of Cthulhu* doesn't particularly focus down to the minutiae of spell components as such levels of detail can be tedious, and undue attention and time spent on such matters can severely inhibit the pace of the game. However, from time to time, a Keeper may need to determine just what is needed for a spell to be cast, as this will add to the overall story: perhaps building tension, or (most likely) drive the investigators into difficult situations or decisions. If the investigators need to perform a spell to help them in their greater goal of stopping some immense entity from beyond from destroying their hometown, then sticking them in a moral quandary can be dramatic as well as poignant. Don't overdo this and choose your moments well to maximize their effect. Done too often the players can enter a state of inaction, taking many hours of game play while they ponder the choices and possible consequences. Don't let the game get tied up. Force the action and a decision when there is no time to think—*your brother will die unless you cut-off your right hand and sacrifice it to the spell: what do you do?*

Try to think of components that have some form of drawback, some type of negative consequence. This could be as simple as having to sacrifice expensive components and losing a lot of money in the process. Alternatively, the component required is unique or hard to get and must be stolen or obtained illegally. Perhaps the component is risky, like the getting the blood of a byakhee, or simply handling it is dangerous, like a live venomous snake or plutonium. Spells in *Call of Cthulhu* are meant to be dangerous to both body and mind, not only for their targets but also for the spellcasters.

- **Symbolic:** the item has a symbolic value for the spell's target (the wedding ring of the target for a bad luck spell; a rabbit's foot for good luck).
- **Comparative:** the item is a substitute for something difficult to obtain (a large ruby is used in place of the beating heart of the spell's target; an idol of Nyarlathotep in place of the real thing; a voodoo doll).
- **Non-physical:** the item required is ephemeral or evanescent (the light of a Blue Moon; an alignment of stars).
- **Physical:** a tangible thing that must be sacrificed to the spell (organic, mineral, crafted).
- **Verbal:** words of power and ritual, vocalized by the spellcaster (invoking the names of Mythos gods; incantations).

MAGICAL TOOLS

Certain tools have been associated with spellcraft for centuries. Here are the classic implements and paraphernalia of witchcraft. Whether any of these are actually necessary in the performance of Mythos magic is the province of the Keeper, while their placement in a scenario will more than likely tip the players to believe that witchery is afoot.

Altar: may be formal (worked stone or wood) or natural. Seeing the state, repair, and items atop the altar may give a clue as to the type and manner of spell craft performed here.

Athame: black-handled ritual knife used to direct energy flow, create a magical circle, and target the effect of a spell.

Besom: ritual broom used to "clear" the ritual space of unwanted energies.

Bolline: two-edged blade for inscribing magical text and cutting.

Book of Shadows: a contemporary name used by modern witches for their notebooks or journal in which they record their magical work, experiments, and results. Such a book could conceivably be uniquely named by a witch ("my black book").

Cauldron: metal pot for brewing potions and other magical concoctions.

Censer: container for burning all manner of incense (which may 'clear the air,' cause drowsiness or hallucinations, and so on).

Grimoires: tomes of magical lore, containing spells, incantations, and rites. Often one tome will be prized above all of the others.

Ritual dagger: solely used for performing sacrifices, it is a "pure" blade untarnished by mundane use.

Scrying device: crystal ball, mirror, runes, sticks—anything used for divination.

Wand: usually 12 to 18 inches in length, possibly of natural wood, stone, or alien composition. Sometimes used instead of an athame to inscribe magical workspaces, or to direct the flow of a spell to a particular target.

TABLE 1: SPELL COMPONENTS

D100	COMPONENT
1	A particular location
2	Animal sacrifice
3	Black pearl
4	Corpse (or part of a corpse)
5	Effigy
6	Feather
7	Hemlock (plant)
8	Mercury
9	Sage (plant)
10	Weapon
11	Toad secretion
12	Alcohol or drug
13	Buckthorne (plant)
14	Intestines
15	Brazier
16	Mythos monster's organ (or appendage)
17	Grave dirt
18	Teeth (human or otherwise)
19	Yarrow (plant)
20	A Mythos god's name
21	Acorn (plant)
22	Bone(s)
23	Coltsfoot (plant)
24	Gemstone(s)
25	Human blood
26	Mandrake (plant)
27	Mistletoe (plant)
28	Myrrh
29	Skull
30	Animal (spider, snake, etc.)
31	Tongue
32	Abramelin oil
33	Astronomical alignment
34	Chalice
35	Cypress (plant)
36	Fire
37	Hand or limb
38	Item personal to the target
39	Mugwort (plant)
40	Bronze disk
41	Symbol or image
42	Wormwood (plant)
43	Aconite/Wolfsbane (plant)
44	Azurite (gem)
45	Blackthorn (plant)
46	Coffin wood
47	Music
48	Gold
49	Horn
50	Moonstone (gem)
51	Scalp

TABLE 1: SPELL COMPONENTS

D100	COMPONENT
52	Monolith
53	Agrimony (plant)
54	Hand of Glory
55	Bell (chime)
56	Chanting
57	Frankincense (plant resin)
58	Heliotrope/Bloodstone (plant)
59	Item personal to the caster
60	Opal (gem)
61	Petrified wood
62	Silver
63	Tears
64	Tiger's eye (gem)
65	Amber
66	Cannibalism (the act of)
67	Dancing
68	Emerald (gem)

D100	COMPONENT
69	Grave dirt
70	Hellebore (plant)
71	Mirror
72	Sulphur
73	Vervain (plant)
74	Amethyst (gem)
75	Skyclad (nakedness)
76	Belladonna/Deadly nightshade (plant)
77	Brain
78	Clay
79	Eye
80	Hair
81	Balm of Gilead
82	Image of the spell's target
83	Singing
84	Vocal incantation
85	Candle

D100	COMPONENT
86	Oil or grease (origin may be specific)
87	Diamond (gem)
88	Egg
89	Finger
90	Heart
91	Human sacrifice
92	Jade (gem)
93	Mathematical formulae
94	Amaranth/Cockscomb (plant)
95	Mushroom (poisonous)
96	Particular moon phase
97	Meteorite
98	Somatic gestures
99	Arsenic
100	Significant personal sacrifice

- **Somatic:** gestures of the hands, body, and face.
- **Mental:** complex thoughts, formulae, concentration, clarity of mind.

Sometimes, in less dramatic situations, a Keeper may just need a list of spell ingredients quickly, perhaps to add color to a handout of a tome's spell page, or to describe what the witch doctor is doing and using. In such circumstances you just need an ingredient quickly so that you can get on with the game. For such times, see **Table 1: Spell Components**, which provides one hundred spell components. Make of them what you will; some are pretty mundane, others less so. Use the table as inspiration when needed.

AMULETS

An object that repels evil, granting its wearer protection from some form of danger (death, harm, and so on). Often considered to be "natural" in the sense that it is naturally imbued with certain protective powers. Can be anything, from herbs to a gemstone, a color to some garlic (for fending off vampires).

TALISMANS

A talisman differs from an amulet in that it is prepared for a particular reason to attract something (wealth, harmony, etc.). A talisman is externally charged with magical power providing its owner or wearer a given property. Thus, the talisman is manufactured. May provide good or bad luck, an enhancement (greater strength, good looks, etc.), access to knowledge, and so on.

MAGICAL RESIDUE

Magic can affect the environment, either intentionally or as a byproduct of the marshaling of cosmic forces funneled into an area. Most times, any causal effect upon the fabric of the local reality is but a slight ripple, which then evens out and returns to placidity. Such temporary rifts are miniscule and go unnoticed, yet more powerful spells are liable to provoke corresponding changes (albeit still temporary) to the caster's surroundings. Possible effects can be drawn from or inspired by **Failing a Pushed Casting Roll** (see page 178 of the *Call of Cthulhu Rulebook*). Any such effect will be limited, as the forces of space-time are quick to reassert "normality." However, where a site has witnessed repeated magical work, the residue of energies and cosmic forces are wont to linger and gather, as like droplets of water pooling together. The process usually takes centuries—but should greater magical work have been applied consistently in the same locale, then this gathering of magical power can happen quite rapidly, creating dangerous pockets where the fabric of the cosmos wears very thin.

Consider a place that has been repeatedly exposed to the magical ritual to summon Shub-Niggurath, the Black Goat of the Woods with a Thousand Young. If a single appearance of the Outer God brings with it thunder, lightning, and the stench of brimstone, just imagine the effect that multiple summonings brought over the years would have upon the same location. Over time, the tiny pieces of magical residue combine, infecting the environment and scratching thin the walls of reality.

Those encountering places where magical residue lingers may feel a chill as the hairs rise on their flesh, or might feel as though someone had just walked across their grave. These places have a "wrongness" to them and can choke the unwary with ill-defined dread. Those with a POW of 70 or higher may sense such things, while others might be required to succeed with a POW roll. Perhaps such sites are the truth behind legends of fairy rings or disappearances, and other folklore about such lonely and dangerous places.

Magical residue can be a boon or a bane, depending on your point of view:

- Wizards well-versed in the lore of the Cthulhu Mythos (i.e. with Cthulhu Mythos skill of 50+%) can draw upon the magical residue contained within a locality to power or amplify their spellcasting. The wizard must spend 1D6+1 rounds focusing on the environment and then attempt a Hard POW roll: if successful, the wizard gains +2D6 magic points, or more at the Keeper's discretion, to use as they will (once used they are lost); if unsuccessful, the wizard has been unable to tap this magical font. Note that should the POW roll result in a fumble then the wizard has triggered a magical calamity—consult **Residual Magical Effects** (following).
- For the unwary and those not versed in the true compositions of the cosmos, such locations are filled with traps, and the potential for disaster runs high. As the fabric of reality is thin here, there is a chance that entities from beyond will slip through dimensional walls, drawn by a hunger for the life force of humans foolish enough to linger too long, or that some other equally-dangerous event might transpire. As appropriate, the Keeper might call for a group Luck roll (asking the

investigator with the lowest Luck value to make the roll). If failed, an extra-dimensional event takes place—consult **Residual Magical Effects** (following).
- Novice spellcasters are particularly susceptible to the magical residue latching onto any spell work performed here. Where a spell is cast by someone with a Cthulhu Mythos skill of 49% or less, call for a Hard POW roll: if successful, there are no adverse consequences to the spellcasting; if failed, consult **Residual Magical Effects** (following).

Places carrying a magical residue are very rare and should be determined by the Keeper. Each must have suffered prolonged exposure to magical forces and effects wrought through repeated spellcasting and/or the appearances of significant Mythos entities.

RESIDUAL MAGICAL EFFECTS

Here are a few ideas for horrendous things that can happen when messing about in places with a high level of magical residue. Choose as appropriate (as determined by the situation) or simply use these for inspiration.

Note that many of the following possibilities can seriously endanger an investigating party. Try to avoid killing off all of your player characters without good reason; instead, look for ways for such magical events to drive the story, build drama, and even offer opportunities for finding clues in odd and unexpected places.

- A random Mythos entity appears through a tear in space-time. What it does and how long it remains is up to the Keeper. Choose from: (1) byakhee, (2) star vampire, (3) hunting horror, (4) dimensional shambler, (5) shantak, (6) nightgaunt, (7) servitor of the Outer Gods, (8) hound of Tindalos.
- With appropriate sound and lighting effects, a Mythos deity appears. What it does before it returns from whence it came is up to the Keeper. Ideally, the deity appearing should have some connection with the site (e.g. it was previously contacted there).
- Space-time is ripped. A **Gate** forms (see page 120), leading to who knows where. How long will it remain?
- Cosmic wires are crossed. All of the people here suddenly have their consciousnesses exchanged (i.e. their minds and bodies are swapped). This may be further complicated if a Mythos monster or animal's mind is thrown into the mix (Mythos deities would be unaffected). Apart from resultant Sanity cost (suggest 1/1D6 loss) and coming to terms with one's new body, how long this state of affairs remains is debatable—the Keeper should decide if the effect is temporary (e.g. 1D4 rounds or hours, or if things revert once everyone leaves this place), or permanent.
- Mythos insight. Residual energy and knowledge somehow transfer, in part, to a random individual at the site. Increase the individual's Cthulhu Mythos skill by +1D10 percentiles and decrease their Sanity by 1D10 points.
- A strange object appears from nowhere. With a hiss and an unearthly smell, something from somewhere else appears (or falls out of the sky). It might be from somewhere on Earth or from some other place entirely. It might bring knowledge, danger, or both. Someone or something might want it back.

If casting a spell at a site of magical residue, the possibilities include:

- Spell is reduced (decrease its effect, duration, and/or damage by half).
- Spell is amplified (increase its effect, duration, and/or damage by half).
- Spell is significantly amplified (double its effect, duration, and/or damage) and drains 5 POW from the caster.
- Spell switches its intended target and the caster (or someone else) now becomes the focus of the spell.
- Spell is completely different from the one intended. Choose a spell and apply its effects randomly.
- As the caster unleashes the spell they suddenly vanish only to reappear later (within 1D6 rounds, 1D6 hours, or more at the Keeper's discretion). Where they go to and what happens there is liable to be troublesome for the caster.

LEY LINES

Ley lines are believed by some to be ancient, straight trackways in the landscape. Such invisible lines form both spiritual and mystical alignments to the land, often crossing through ancient sites (like Stonehenge in England), and emitting "energy" and "power" which may be tapped or utilized by spellcasters.

The term "ley line" was invented in the early twentieth century when Alfred Watkins (1855–1935) published two books called *Early English Trackways* and *The Old Straight Track*. Watkins was an amateur archaeologist and antiquarian, living in England, who supposed the alignment of ancient monuments, megaliths, and geographical features in the landscape all worked together to form "ley lines" or "old straight tracks" which may have helped our ancestors in traveling and navigating the land

during Neolithic times. Watkins argued that these lines have persisted over millennia, helping people to cross though the once densely-forested landscape as navigation tracks. Mounds, long-barrows, cairns, cursus, dolmens, standing stones, henges, water-markers (springs, wells), beacon-hills, churches, cross-roads, and so on, might all be markers or navigation points for ley lines.

Later, in 1969, John Michell talked about ley lines in his book, *The View Over Atlantis*, associating the ancient tracks with fault lines in the earth's tectonic plates, through which magnetic energy is released. The belief that ley lines produce or focus magical and spiritual power has come to be associated with "New Age" religions, as well as among those who might follow and adhere to much older Pagan belief systems.

Alfred Watkins describes English funerary traditions concerning "grave tracks," such as stopping at a crossroads and saying a prayer, and "bumping" (walking around) churches and stones en-route. In addition, funeral processions should not carry the dead twice over the same bridge, and never should singing or music be made while crossing a bridge.

TRACKS AROUND THE WORLD

Ley lines are not just associated with England. Across the world, cultures have envisioned "magical" tracks cutting through the land. Here are just a few.

In Ireland, "fairy paths" carry a large amount of folklore. Many stories tell of houses being cursed due to being built over "fairy-lines." It is presumed that following a fairy path might lead an unwitting person into another realm or at least provoke some kind of misfortune.

In South America the Incas used *ceques* (spirit lines), with the Inca Temple of the Sun in Cuzco at their center. People would place *wak'as* (revered objects, such as stones or monuments) on the ceques, which were known as sacred pathways. Spanish records reveal that *qhapaq Hucha* ceremonies involving human sacrifice were carried out at wak'as to appease the spirits and to ward against disaster. During the 17th century, the Roman Catholic Church ordered that such shrines be destroyed and that churches be built in their place.

In Ohio, USA, the Hopewell Indians established geometrical earthworks covering many acres containing straight linear features that suggest ceremonial roadways. While in the California Sierras, the remains of straight tracks can be found built by the prehistoric Miwok Indians. Mysterious roads have also been found in Arizona, Utah, and Colorado. Perhaps the most significant examples are the 60-mile straights, which converge on Chaco Canyon in New Mexico, the home of the Anasazi people. The lines appear to link several of the Anasazi "Great Houses" that dot the canyon. One of the major sites connected by the Anasazi lines is Pueblo Alto, a complex comprising over eighty single-story rooms located on a mesa top near the middle of the canyon.

In Germany, ley lines are known as *heilige Linien*, (holy lines), with the Teutberger Wald (Teutberger Forest) said to contain a network of lines connecting the Externsteine (a sandstone tor near to the town of Horn-Bad Meinberg) and a megalithic stone circle at Bad Meinberg.

The "songlines" or dreaming tracks of the Aboriginal peoples of Australia are paths across the land and sky, marking routes followed by creator-beings during the Dreaming. Such paths are recorded in songs, stories, dance, and painting. Knowing the correct song, a person might navigate the land by repeating the song's words, which describe landmarks and other natural phenomena. By singing the correct songs in the correct sequence, one could journey far through Australia's deserts and interior. The songs are also believed to play an important role in keeping the land "alive."

Ley Lines and Magic

Locating ley lines may require many hours spent poring over terrain maps, charting the landscape and ancient sacred sites, and possibly a Navigation, Art/Craft (Cartography), or similar skill roll. Otherwise, the Dowsing spell (page 98) might be employed.

It is believed that the areas where ley lines connect, known as vortices or vortexes, are powerful and sacred places. Often man-made structures (henges, barrows, altars, etc.) or significant natural landscape features (springs, unusual rock formations, etc.) can be found at vortices, acting as landmarks to those in the know. Such locations are ripe for use by wizards attempting to accomplish particularly great feats of magic or significant summonings.

Such ancient knowledge may be uncovered in both occult and historical texts; however, as it is not until 1922 that the term "ley line" is first commonly used, references are likely to use obscure terminology with little to no commonality. Thus, a vortex might be referred to as "the Crucible point" in one wizard's journal and "the well of energies" in another.

Those casting Mythos magic at an intersection of ley lines may, at the Keeper's discretion, be granted access to a deeper magical version of the spell they are casting (knowingly or unwittingly for amateur sorcerers). In addition, here are some other possibilities:

- **Summoning spells are easier to cast:** for each magic point invested, the chance of a successful summoning increases by +20% instead of the usual 10%. Thus, spending 4 magic points provides an 80% chance of summoning the desired monster or deity.
- **Abundance of energy:** often, people claim to have felt energy swell up in their body when upon a ley line. By focusing their will, spending 1D10+1 rounds concentrating, and making a successful POW roll, a spellcaster gains +1D10 magic points. The additional points may be used only while the wizard remains within the area of the vortices and are lost if he or she departs. Certain powerful wizards, able to channel the cosmic powers of the Mythos, may be able to retain these extra magic points if they succeed in a Cthulhu Mythos roll, allowing them to "save" the points even if they leave the area. Of course, only the foolish would attempt to repeat the exercise within the same 24-hour period, as such greed is likely to have significant negative consequences (see following).
- **Dire consequences:** magical fumbles, dire results, and foolish antics might cause the vortices to suck out a person's energy, draining them of 1D10+1 magic points and leaving them weak and tired. Other times, a person might suddenly black out, with all of their magic points drained away.

The suggestions within this chapter are intended to provide Keepers with ideas and possible scenario plots with which to confound, delight, and horrify their players. Whether ley lines, areas exposed to magical residue, astrological alignments, or other factors, Keepers are encouraged to expand the use of magic within their games, ensuring that "magic" is never a safe, easy, or understandable process, and that it often comes with unforeseen and dire consequences.

- **Safe harbors:** the swirling unseen energies of ley lines might act to hide the presence of humans from the senses of Mythos monsters, cruel spirits, and other less welcome entities.
- **Visions:** falling asleep in a place imbued with raw magical energy may bring about peaceful rest and recuperation but, in the main, such a sleep is more likely to bring otherworldly dreams and visions. Perhaps portents of the future or messages from beyond will be received.
- **Pathways to elsewhere:** ley lines not only connect earthly sites and features, but also act as natural Gates (see **Gate**, page 120). Following a ley line or spending too long in the vicinity of a vortex may trigger the Gate, sending one or more investigators to another place entirely. Perhaps such is the fate of those believed to have been "stolen by the fairies."

FICTIONAL MAGIC

The spells presented in this book are fiction. Attempting to recreate elements of spellcasting (as depicted here) in the real world would be foolish, impractical, and probably illegal. The magic herein only works in the fictional game world of *Call of Cthulhu*. The reader is advised to keep the magic "inside" their games.

CHAPTER 3

SPELL CATEGORIES

Fillet of a fenny snake,
In the cauldron boil and bake;
Eye of newt and toe of frog,
Wool of bat and tongue of dog,
Adder's fork and blind-worm's sting,
Lizard's leg and howlet's wing,
For a charm of powerful trouble,
Like a hell-broth boil and bubble.

—*William Shakespeare*, Macbeth (4.1.12-19)

Spells are presented in alphabetical order. The category lists below are intended to help Keepers identify and choose appropriate spells for use in their games. Some spells may appear in more than one category.

CATEGORIES

- Banishment or Control
- Bringing Forth Monsters and Gods
- Combat
- Communication
- Dreamlands
- Enchantments
- Environmental
- Extending Life
- Folk
- Harmful (for use outside of combat)
- Influencing Others
- Making Monsters
- Other Spells (usually helpful)
- Protection
- Relating to Time
- Transformation
- Travel and Transportation

BANISHMENT OR CONTROL

Bait Humans, Banish Apep, Banish Byatis, Banishment of Yde Etad, Bind Byakhee, Bind Child of The Sphinx, Bind Dark Young of Shub-Niggurath, Bind Deep One, Bind Dimensional Shambler, Bind Enemy, Bind Fire Vampire, Bind Hunting Horror, Bind Nightgaunt, Bind Servitor of The Outer Gods, Bind Shoggoth, Bind Star Vampire, Bind Were-Creature, Cast Out Shan, Cast Out The Devil, Cleansing Flame of Vorvadoss, Command Plants, Command Shoggoth, Curse of Darkness, Dismiss Deity, Dismiss Spirit, Dust of Suleiman, Elysian Grace, Enthrall Victim, Exile Eihort, Flash of Ra, Identify Spirit, Imprison Mind, Indent Liche, Nyhargo Dirge, Oscillating Expanse, Powder of Ibn-Ghazi, Prinn's Crux Ansata, Remortification, Removal of Favor, Repel Shan, Return Servitor, Seal Pit, Snare Dreamer, Soul-Trap, Unmask Demon, Voorish Sign.

BRINGING FORTH MONSTERS AND GODS

Awake Abhoth, Awaken Chuma, Balk Brood, Beseech Charon, Build Carcosa, Call Ahtu, Call Aku-Shin Kage, Call Arwassa, Call Avatar of the Skinless One, Call Azathoth, Call Bugg-Shash, Call Cthugha, Call Cyaegha, Call Daoloth, Call El Negro, Call Forth The Worm, Call Ghatanothoa, Call Gla'aki, Call Gol-Goroth, Call Hastur, Call Horned Man, Call Iod, Call Ithaqua, Call Keeper of the Moonlens, Call La Llorona, Call Lightning, Call M'nagalah, Call Mappo No Ryu^jin, Call Nyogtha, Call Ossadogowah, Call Rlim Shaikorth, Call Saaitii, Call Shub-Niggurath, Call Skinless One, Call The Beast, Call Yibb-Tstll, Call Yig, Call Yog-Sothoth, Call Zombie, Call Zu-Che-Quon, Channelling God, Chasm to Hell,

Conjuration of The Turua, Contact Abhoth, Contact Aku-Shin Kage, Contact Azathoth, Contact Bokrug, Contact Byatis, Contact Chaugnar Faugn, Contact Child of The Sphinx, Contact Chthonian, Contact Cthulhu, Contact Deep One, Contact Eihort, Contact Elder Thing, Contact Emerald Lama, Contact Flying Polyp, Contact Formless Spawn, Contact Ghoul, Contact Ghroth, Contact Gla'aki, Contact Gnoph-Keh, Contact Hound of Tindalos, Contact Human, Contact Iod, Contact Koth, Contact Lloigor, Contact Masters, Contact Mi-Go, Contact Moonbeast, Contact Nodens, Contact Nyarlathotep, Contact Nyarlatophis, Contact Othuyeg, Contact Pazzuzu, Contact Rat-Thing, Contact Sand-Dweller, Contact Servitor of The Outer Gods, Contact Shub-Niggurtah, Contact Spirits of the Dead, Contact Star-Spawn of Cthulhu, Contact Tomb-Herd, Contact Tsathoggua, Contact Y'golonac, Contact Yig, Contact Yithian, Contact Yog-Sothoth, Contact Zhar and Lloigor, Contact Zoth-Ommog, Crystal Call, Free Hastur, Incantation of The Sixth Sathlatta, Light of Sacred Truth, Reversed Angles of Tagh-Clatur, Speak with The Waiting Dark, Spirit Summoning, Summon Baka, Summon Brother of Chaugnar Faugn, Summon Byakhee, Summon Dark Young, Summon Deep One, Summon Dhole, Summon Dimensional Shambler, Summon Fire Vampire, Summon Greater Desh, Summon Hunting Horror, Summon Nightgaunt, Summon Servitor of The Outer Gods, Summon Shoggoth, Summon Star Vampire, Summoning Spells, Unspeakable Promise.

COMBAT

Baneful Dust of Hermes Trismegistus, Bestow Glimpse of Truth, Blunt the Weapon, Breath of Pazzuzu, Breath of the Deep, Cloak of Fire, Clutch of Nyogtha, Command of The Bloody Tongue, Create Mist of R'lyeh, Curse of the Stone, Death Spell, Deflect Harm, Destroy Spawn of Yig, Detransference, Dominate, Drain Youth, Dread Curse of Azathoth, Drown Mind, Dust of Suleiman, Enthrall Victim, Eyes of a Stranger, Fire Dance, Fist of Yog-Sothoth, Flash of Ra, Grasp of Cthulhu, Hands of Colubra, Implant Fear, Incinerate, Knot Flesh, Liquid Death, Liquidity, Mental Suggestion, Mind Cloud, Mindblast, Numantina, Nyhargo Dirge, Petrify Nether Limbs, Powder of Ibn-Ghazi, Power Drain, Quicken, Red Sign, Shadow Void, Shrivelling, Solar Gaze, Song of Hastur, Spectral Razor, Strike Blind, Swelling Torment, Temporal Rip, Touch of Decay, Trance, Utterance of Bile, Vanish, Wither Limb, Worms, Wrack, Wrath of Ages, Wrath of Pazzuzu.

COMMUNICATION

Accursed Eye, Candle Communication, Ineffable Comprehension, Mirror of Tarkhun Atep, Send Dream, Telepathy, Voice Thoughts, Words of Power.

DREAMLANDS

Anathema, Awful Doom of Cerrit, Black Box, Bloat, Cascades of Florin, Bolonath's Furnace, Brew Space-Mead (II), Bring Pestilence (II), Concentric Rings of the Worm, Creation of Venerability, Crystal World, Deflection, Devolution, Dissolve Skeleton, Emerald Darts of Ptath, Equilateral Screen, Eviscerator, Explode Heart, Flameshield, Halt of Eanora, Ironmind, Katarien's Heat Wave, Lace Curtains of Hish, Lambent Flame, Lassitude of Phein, Lavender Spheres of Ptath, Living Clothes, Living X, Malenkamon's Impressive Bolt, Mandrake, Maws of Pandemonium, Minim, Mnomquah's Serpent, Oblong Barrier, Oneiro-Dismissal, Opaque Wall, Passing Unseen, Raise Corpses, Raise Ghost of Ib, Ravening Madness, Seraph's Glory, Serviceable Villein, Silver Spray, Song of Glissande, Soul Stealer, Spell That Was Lost With Ib, Spiral of Suth, Stability, Stupefying Blast, Summon Plague, Sundering Hurler, Throth's Stalwart, Viridian Wind, Vortex of Far Journeying, Whirligig, White Web of Soren, Woeful Itch.

ENCHANTMENTS

Attune Crystal, Bless Blade, Create Amulet, Create Curse Tablet, Create Curse Whistle, Create Fetch Stick, Create Sign of Barzai, Enchant Amulet of The Old Ones, Enchant Animal Effigy, Enchant Bells of Horror, Enchant Book, Enchant Brazier, Enchant Candle, Enchant Cane, Enchant Club, Enchant Dagger of Nyarlathotep, Enchant Doll, Enchant Flesh, Enchant Gris-Gris, Enchant Knife, Enchant Magic Staves, Enchant Painting, Enchant Pipes, Enchant Projectile, Enchant Recording, Enchant Ring, Enchant Serum, Enchant Spear, Enchant Stone Tablet, Enchant Torch, Enchant Whistle, Enchanted Dust of Anubis, Enchantment of Ill Luck, Enjoin the Sign of Koth, Necklace of Suasion, Nullify Device, Petrify, Waking Slumber.

ENVIRONMENTAL

Alter Weather, Bring Haboob, Build Carcosa, Control Elements, Create Mist of R'lyeh, Curse of Apophis, Dampen Light, Death's Breath, Defy Gravity, Freak Weather, Hunger of Kazan, Parting Sands, Raise Night Fog, Solar Gaze, Wave of Oblivion.

EXTENDING LIFE

Apportion Ka, Create Self-Ward, Extend Life, Food of Life, Immortality, Koshchey's Death, Mind Transfer, Pact of Quachil Uttaus, Possession, Resurrection, Sacred Molting of the Serpent, Steal Life, Steal Life's Blood, Transfer Body Part, Transfer Organ, Transfer Soul.

FOLK

Diluted magic or actions and effects that might appear magical: Augury, Awaken the Beast, Bat Form, Bestow Karma, Bind Animal, Bless, Blight/Bless Crop, Brew Love Philter, Charm Animal, Come and See Me, Command Animal, Command Ghost, Coyote Dust, Create Bulla, Create Charm, Create Storm, Curse, Dowsing, Earthly Serenity, Enchant Ju-Ju, Enchant Paviut, Engender Prosperity, Feast of the Owl, Fury, Good Thief Water, Healing, Ill Luck, Impeccable Throw, Lame/Heal Animal, Paws of the Bear, Poison Blood, Restorative Meditation, Seek the Lost, Siren's Song, Skin of the Bear, Soul Singing, Winds of Desolation, Yellow Spirit-Leap Seal.

HARMFUL

For use outside of combat: Accursed Eye, Activation, Awaken The Great Tortoise, Banish Thy Name, Barrier of Pain, Bind Soul, Bring Pestilence (I), Call The Black, Casting the Runes, Cause Disease, Cause/Cure Blindness, Chasm to Hell, Corruption of the Sacred, Creeping Loss, Curse of Chaugnar Faugn, Curse of the Putrid Husk, Dionysian Revels, Embrace of Yog-Sothoth, Evil Eye, Green Decay, Human Shrub, Incantation of The Sixth Sathlatta, Instant Enlightenment, Lift Veil, Maggots, Melt Flesh, Necrosis, Nightmare, Nightmares, Petrify, Pipes of Madness, Rend Veil, Send Sacred Snake, Sending of the Dead, Shadow of Nyarlathotep, Steal Life, Stop Heart, Venomous Glance, Wasting Curse, Yellow Sign, Zymoticism.

INFLUENCING OTHERS

Activation, Bait Humans, Bestow Glimpse of Truth, Bind Enemy, Brew Draught of Phan, Burden of The Skinless One, Cloud Memory, Compel Flesh, Contact Human, Create Sign of Barzai, Creeping Loss, Dionysian Revels, Dominate, Evil Eye, Exaltation, Eyes of a Stranger, Final Feast, Gather And Channel Fear, Golden Cage of Desire, Hibernate, Implant Fear, Mental Suggestion, Mind Cloud, Trance, Necklace of Suasion, Nightmare, Nightmares, Sever the Affable Bonds, Voice of Ra, Voice Thoughts, Words of Power, Yellow Sign, Zymoticism.

MAKING MONSTERS

Animate Flesh Thing, Animate Mummy, Awaking/Dispelling the God Within, Become Spectral Hunter, Brew Elixir of Life, Compel Flesh, Create Child of The Sphinx, Create Flesh Creeper, Create Golem, Create Zombi, Create Zombie, Curse of the Rat-Thing, Effigy of Hate, Eyes of the Zombie, Graveyard Kiss, Grey Binding, Quicken Fog-Spawn, Reanimation, Resurrection, Return of the Beloved, Shadow of Nyarlathotep, Skin Walker, Steal Life's Blood.

OTHER SPELLS

Ariadne's Twine, Attract Fish, Awaken the Inner Light, Become Spectral, Blessing of Bast, Brew Paut, Chant of Thoth, Cleansing Ritual, Consume Memories, Detect Enchantment, Dho Formula, Earthly Serenity, Exaltation, Fang of Yig, Find Dreamer, Find Gate, Find Serpent Folk, Gather and Channel Fear, Great Rite of Sacrifice, Keenness of Two Alike, Light of Seker, Milking the Spirit, Mind Dance, Momoy Ritual, Moonlight, Perceive Text, Perfection, Power Chant, Power Drain, Power of Nyambe, Prepare Corpse, Quell Suspicion, Reincarnate, Remortification, Seek the Lost, Sense Life, Unspeakable Promise, View Gate, Voorish Sign, Wandering Soul.

PROTECTION

Apportion Ka, Bliss, Blunt the Weapon, Cast Circle, Chant of Warding, Chime of Tezchaptl, Circle of Nausea, Circle of Warding, Create Bad-Corpse Dust, Create Barrier of Naach-Tith, Create Self-Ward, Deflect Harm, Earthly Serenity, Eibon's Wheel of Mist, Einstein Formula, Elder Sign, Empty Mind, Enjoin Pnakotic Pentagram, Enjoin the Sign of Koth, Eye of Light and Darkness, Flesh Ward, Graft Flesh, Heart's Courage, Oscillating Expanse, Saaamaaa Ritual, Seal of Isis, Seal of Nephren-Ka, Soul Extraction, Ward of Anubis, Warding, Warding Sign, Warding the Eye, Warmth of Mind.

RELATING TO TIME

Bespeak the End of the Day, Brew Liao Drug, Brew Para-Kete, Conjure Glass of Mortlan, Create Scrying Window, Divination, Dream Vision, Look to the Future, Temporal Rip, Time Gate, Time Trap, Touch Of Decay.

TRANSFORMATION SPELLS

Appear Human, Benevolent Influence, Body Warping of Gorgoroth, Breath of the Kappa, Command of The Bloody Tongue, Consume Likeness, Control Skin, Corruption of the Sacred, Demon Senses, Detransference, Disembodiment, Endurance Chant, Eyes of the Zombie, Gift of Inanna, Human Shrub, Look Inward, Mask of Death, Mind Exchange, Mind Transfer, Net Wraith, Pose Mundane, Posses Corpse, Possession, Quell Suspicion, Quicken, Quicken the Voice of the Deep, Reach, Transfer Body Part, Transfer Organ, Transfer Soul, Transformation.

TRAVEL AND TRANSPORTATION

Ascend the Stairs of Immortality, Assist Dreamer, Brew Dream Drug, Brew Liao Drug, Brew Para-Kete, Brew Space-Mead (I), Create Gate Window, Flight, Gate, Gate Boxes, Gate of Dreams, Gate of Oneirology, Journey to the Other Side, Levitate, Limbo Gate, Momoy Ritual, Move Gate, Rend Veil, Time Gate, Vanish, View Gate, Wandering Soul.

CALL, CONTACT, AND SUMMON DISAMBIGUATION

These three spell types have much in common and it is useful to understand the differences.

- Call spells are immensely powerful rituals that bring an actual physical manifestation of a god before the caster. Cults may use Call spells to bring forth their dark gods to accept ritual sacrifices or as an act of worship. The flip-side of the Call spell is the Dismiss spell, used to send the god back from whence it came.
- Contact spells can be considered a request for communication—somewhat like an esoteric telephone call. When successfully used with Mythos monsters, it will draw one or more to the caster; however, they come of their own volition and are not under the caster's control. When used with a Mythos deity, the spell opens communication but does not necessarily bring forth a physical manifestation.
- Summon spells compel a monster (not a god) to appear before the caster. Such monsters may be bound to the caster's will to do his or her bidding if the Binding portion of the spell is known and performed. Thus summon (and bind) spells are used by wizards and cultists who wish to use the power of some otherworldly horror.

ENTRY FORMAT

Each spell description conforms to the following structure:

Spell name: the standard name given to the spell. Some spell names are followed by a term in parentheses:

- (Dreamlands) means the spell is only available for use in the Dreamlands setting.
- (Folk) means the spell is optional and is considered to be of the "folk" tradition of magic (**Folk Magic**, page 13).
- (Monster Name) means the spell is usually only known by the monster type listed, although variations of such spells might be feasible for others not of that race (at the Keeper's discretion).

Cost: the cost paid by the caster when casting the spell; usually given in magic points, POW points, and Sanity points. Note that for insane sorcerers and monsters, the Sanity cost is ignored.

Casting time: how long it takes to cast the spell. Can be anything from instantaneous to a number of days or months.

- If the casting time is instantaneous, it activates on the user's DEX+50 (just like a readied gun).
- If the casting takes one round, it activates on the user's DEX in the present round.
- If the casting takes two rounds, it activates on the user's DEX in the following round, and so on.

Spell description: states what the spell does, its effects, possible consequences, and any pertinent information.

Deeper magic: where the caster is insane or a monster, greater magical powers are possible. Here are suggestions for possible alterations and greater spell effects. Not applicable to every spell (**Deeper Magic**, page 11).

Alternative names: suggestions for alternative names for the spell that might be found in tomes (**Spell Names**, page 11).

CHAPTER 4

THE GRAND GRIMOIRE OF THE CTHULHU MYTHOS

- A -

Accursed Eye

- **Cost:** 6 magic points; 1D4 Sanity points
- **Casting time:** 30 minutes

This spell can be used to see out of another's eye socket. The target's eye must first be removed in a ritualistic fashion, and a small piece of unwholesome flesh (gouged from the caster or another sacrificial victim) is placed in the empty socket; the victim, if aware, should make a Sanity roll (1/1D6 loss). The unwholesome flesh immediately binds with that of the victim. Over the next 1D10 hours a new eye grows. The victim is wracked with headaches during this period.

Once complete, the caster can meditate, allowing him or her to see out of the victim's new eye. It is possible for the victim to be unaware of the magic upon them (i.e. they do not remember the ritual due to insanity, or they were unconscious). Eventually, after 1D6+1 days, the new eye explodes, causing 1D8+2 damage to the victim. A ritual may reverse the original spell (see **Cleansing Ritual**, page 66), or the eye may be forcibly removed—causing 1D6+2 damage, plus a Sanity roll (0/1D4+1 loss).

Alternative names: *The Devil's Eye, Sight of the Spectre, Eibon's Gaze.*

Activation

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 1+ minutes

This spell requires a specifically attuned crystal to cast (see **Attune Crystal**, page 30). If targeting the spell on him or herself, the caster holds the enchanted crystal and concentrates for a number of minutes equal to the number of magic points expended. Each magic point expended in the casting provides a +5% chance of success. If cast upon another, the target must be in close proximity to the attuned crystal, and the caster must be within 10 feet; if cast successfully, the caster must overcome the target in an opposed POW roll.

Once cast successfully, the caster is able to activate any hidden mi-go modifications in the target's mind (such as those implanted with or without the target's awareness or permission). Unfortunately, the spell is not terribly precise and can cause serious side effects—roll 1D8 on the following table to determine:



1D8	Side Effect
1	Target has bad dreams for 1D6 days (1 Sanity point loss per night).
2	Target has extremely disturbing dreams for 1D6 days (2 or more Sanity point loss per night).
3	Target has terrifying nightmares for 1D6 days (1D4 Sanity point loss per night).
4	Target goes into a catatonic trance for 1D6 days.
5	Target loses 1D8 Sanity points immediately.
6	Target loses 1D4+1 Sanity points, permanently gains 5 INT.
7	Target loses 1D6+1 Sanity points, permanently gains 5 POW.
8	Target loses 1D10+1 Sanity points, permanently gains 5 POW and 5 INT.

Alternative names: *none known.*

Alter Weather

- **Cost:** 10+ magic points; 1 Sanity point
- **Casting time:** 3+ minutes

Moderates or exacerbates weather conditions. Large groups may cast the spell to achieve greater meteorological effects. The Keeper establishes the base conditions. Every 10 magic points sacrificed effects one level of change (see table following). The caster may expend as many magic points as they are able, as can any participant who knows the spell. Those ignorant of the spell may contribute 1 magic point only.

Casting the spell costs every participant 1 Sanity point, and requires a song-like chant to be uttered for three minutes per level of weather change. The effective radius of the base spell is two miles; this area can be widened at a cost of +10 magic points for each additional mile. The change in the weather lasts 30 minutes for every 10 magic points of the total contributed, but violent weather, such as a tornado, lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 10 magic points to change, thus to change the two levels from "partly cloudy" to "heavy clouds" takes 20 magic points. For snow to fall the temperature must be 30 degrees Fahrenheit or lower, otherwise the precipitation is rain, not snow.

Alternative names: *Master the Elements, Rain Dance, Gatherer of Storms.*

Weather Components:

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Cloud Cover	Clear	Foggy	Partly Cloudy	Cloudy	Heavy Clouds	—	—	—
Wind Direction	North	Northeast	East	Southeast	South	Southwest	West	Northwest
Wind Speed	Calm	Breezy	Gusty	Strong Steady	Gale	Hurricane	Tornado	—
Temp.	One level raises or lowers the temperature in the area of effect by five degrees Fahrenheit.							
Precipi-tation	Dry	Drizzle or Mist	Rain [Snow]	Hail [Snow]	Heavy Rain [Heavy Snow]	Thunder-storm [Blizzard]	—	—

Anathema (Dreamlands)

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** instantaneous

This spell may only be cast in the Dreamlands. Taking only an instant to speak, the caster says a Word of Power that takes form in burning letters before their face and which can dispel certain magic spells. All spells within earshot that are being maintained by an expenditure of magic points are instantly dispelled. In addition, beings that have been brought by means of a Call or Summon spell must make an opposed POW roll versus the caster or be forced back from whence they came.

Alternative names: *Censure, Tongue of Dismissal.*

FLESH THING, STANDARD CREATURE

STR 75	**CON** 100	**SIZ** 90	**DEX** 40	**INT** 25
APP —	**POW** 05	**EDU** —	**SAN** —	**HP** 30
Damage Bonus: +1D6		**Build:** 2	**Move:** 7	**MP:** 1

Attacks per round: 1, 2, or 3
Attacks by flowing up the feet of its victims and scalding them with its boiling flesh. May attack up to three targets, dividing its chance for successful attacks: 90% against one target, or 45% each against two, or 30% each against three.

Smother: the boiling flesh affixes to its victim's limbs, causing 1D4 damage per round thereafter until removed or somehow killed. Victim may attempt to remove the bubbling flesh with an opposed STR roll, or by pouring water over it (see following).

Fighting	90% (45/18) against one target, damage 1D4 and smother
or	45% (22/9) against two targets, damage 1D4 and smother
or	30% (15/6), against three targets, damage 1D4 and smother
Dodge	n/a

Armor: 7-point rubbery hide. Every 5 SIZ points of water dumped on it causes 1 hit point of damage.
Skills: Bubble and Hiss 99%, Sense Victim 99%.
Sanity Loss: 1/1D8+1 Sanity points to see a flesh thing.

Animate Flesh Thing

- **Cost:** variable magic points; 1D6 Sanity points
- **Casting time:** 3 minutes

Used to animate dead skin and flesh, causing the resultant fleshy mass to become sentient and able to attack as the caster desires. As the words are spoken, the caster points at the carcass (or lumps of flesh gathered for the purpose) and the flesh melts from any bones, as do any organs, transforming into a thick, fleshy semi-liquid, which can move to capture or attack at the caster's direction. The caster invests 1 magic point per 5 SIZ points animated.

The flesh thing continues to live for 24 hours unless killed (see following), whereupon it seems to melt again into to a pool of smoking and stinking flesh. Within minutes the flesh has dissolved, leaving a nasty-smelling oily smear on the ground.

Deeper magic: flesh things usually have uniform statistics and capabilities, though greater expenditure of magic points (5 per 5 SIZ points) can increase the potency, as well as the abilities, of the created creature (the Keeper should increase characteristics and Sanity loss for such mammoth beasts).

Alternative names: *Ye Lively Meat, Gathering of the Boiling Brawn.*

Animate Mummy

- **Cost:** 5 POW; 1D10 Sanity points
- **Casting time:** 1+ hour

A ritual used to animate an undead mummy as described in the *Call of Cthulhu Rulebook*. The mummy has double the STR it had in life, half again its original CON, and two-thirds of its DEX; its movement rate is 6. Mummies retain all knowledge of skills and spells from their former lives. As the mummy's brain is removed during the preparation process—for purposes of the game—this has no effect on INT; it is assumed that the spirit essence trapped in the body retains such information.

Deeper magic: with a ritual process of 40 days, the caster may perform a full mummification, turning a deceased human into a mummy, and then bringing them to life. The process follows the classical procedure for removal of organs, embalming, and wrapping of the corpse.

Alternative names: *Ritual of Mumia.*

Appear Human

- **Cost:** 5+ magic points; 1 Sanity point
- **Casting time:** 5+ rounds (equal to number of magic points spent)

Allows anthropomorphic creatures of average human size or smaller to appear outwardly human. While the spell is commonly known among serpent folk, its use is not exclusive to them. The spell works only on the caster (it cannot be cast on others) and generates an illusionary human APP of 3D6 × 5. Each additional magic point spent grants an additional 1D3 × 5 APP (to a maximum APP of 100). The illusion lasts for a number of hours equal to one-fifth of the caster's POW.

Each sorcerer has a unique "human" appearanceand takes the same form each time the spell is cast. Variation in the caster's illusory APP is reflected by age and beauty: the higher the APP, the younger and more attractive. A caster can appear to be the same person, young and handsome one day, and aged and ugly the next.

The spell has drawbacks. Once the spell is cast, the Keeper rolls 1D100: if the result is greater than the caster's remaining magic points multiplied by 5, there is some small telltale flaw in the illusion. For example, a mi-go may have a odd, buzzing voice, a serpent person may speak with a lisp, a deep one might exhibit signs of the Innsmouth Look, and so on. If injured, the caster must succeed with a POW roll, or the illusion fails and the caster's true form is revealed (witnesses should roll for Sanity loss). Note that most creatures avoid generating too high an APP value; such beauty is beyond the norm and often brings about unwanted attention.

Alternative names: *Glamour, Guile of Beauty, Cloak of the Animal.*

Apportion Ka

- **Cost:** 10 magic points; 5 POW; 2D10 Sanity points (per organ)
- **Casting time:** 1 day per organ

A portion of the caster's life essence, or "Ka," is transferred into one of his or her vital organs. The enchanted organ is then removed from the caster's body, to be hidden away for safekeeping and providing the wizard with a form of invulnerability—as long as the enchanted organ remains safely hidden the wizard will not suffer particular attacks and may even be invulnerable to death.

This spell was first used by followers of the Dark Pharaoh, who would remove a vital organ, such as the heart or liver, and lock them away in safe places. This would make the caster virtually impossible to kill, if not for the spell's one weakness. The brain is the seat of the spell's power and, as such, could not be removed. If the brain was destroyed, the other organs would lose their magical properties and the caster would die. Having one's own insides removed costs 2D10 Sanity points and the permanent loss of 5 POW per organ removed.

Attacks that impale cause only normal damage (unless the head is specifically targeted). Invulnerability stems from which organ is removed; for example if the lungs are removed then the caster is unaffected by lack of oxygen (thus drowning and suffocation are no longer threats). Removal of vital organs may also render the caster immune to poison and so forth.

If the caster is harmed, hit points should be reduced as usual, leading to unconsciousness but not death. Death will only occur if the brain is specifically targeted and destroyed.

Alternative names: *Imbue Essence, Extraction of the Will, The Deathless Breath.*

Ariadne's Twine

- **Cost:** 5 magic points; 1D4 Sanity points
- **Casting time:** 1 day

When cast on a target (who may also be the caster), their mind is filled with a three dimensional map of any maze or labyrinth that they physically enter, for the duration of the spell (normally from sunrise to midnight following the 24 hour casting period). As long as this spell is active, the target cannot get lost. The sudden flashes of inspiration and the experience of realizing the maze in the mind's eye causes the loss of 1D4 Sanity points. An unwilling target may counter the spell with an opposed POW roll.

Where the wizard casts the spell on him or herself, 1D4 Sanity points are lost for the casting and another 1D4 points when the maze imposes itself on their mind. On subsequent castings, the wizard is better prepared, only suffering the Sanity loss from casting the spell.

Alternative names: *Unlock Bewilderment, Unraveling the Convolutions of Stone.*

Ascend the Stairs of Immortality

- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** 6 hours

This spell is said to have been used by Taoist alchemists when they wished to find immorality by ascending the mythical Ivory Stair to the Jade Emperor (the Jade Emperor alleged to be the Earthly name of one of the Elder Gods).

By sitting in meditation for 6 hours, while holding a container within which is the "Elixir of Immortality," the caster receives an innate sense of when and where the Ivory Stair will next appear on Earth. Accessing this gate or portal is said to lead the searcher to an Elder realm of existence. What exactly they might find there, and what kind of reception they can expect is unknown.

The prophetic knowledge is good for up to three weeks in advance of the appearance of the Ivory Stair. Transportation to the site and actually seeing the (normally) invisible Ivory Stair is another matter.

Alternative names: *Sense Pathway to the Realm of Elder Beings, Devine Thy Ascension, Locate Expanse of Those Who Dwell Elsewhere.*

Assist Dreamer

- **Cost:** 8 magic points
- **Casting time:** instantaneous

This spell can be cast only in the Waking World by an experienced dreamer upon going to sleep. The spell catapults the dreamer directly into the realm of dream. On arrival, the dreamer finds themselves in the dread Vale of Pnath—a region strewn with countless bones and inhabited by ghouls and the strange and terrible dholes.

Deeper magic: variations of this spell are believed to exist, each allowing the caster to journey directly to specific Dreamlands location.

Alternative names: *Visitation of Dreams, Beckoning of Pnath, Recitation of Sleep.*

Attract Fish

- **Cost:** 4 magic points
- **Casting time:** 5 minutes

Summons fish to the caster's location. The caster must prepare bait (mixed with the caster's blood), which is then thrown into the ocean (or open water location) while a chant is sung. Within 1 hour 1D100 fish, local to the area, congregate.

Deeper magic: a variation of this spell is known by the deep ones, who may impart it to those worthy of their attention. The variation does not require blood-bait, but rather a talisman, crafted by the deep ones, which is thrown into the ocean as a chant to Dagon is sung. Some say the talisman doesn't only attract fish, but also other less wholesome things.

Alternative names: *Gather the Abundance of the Sea.*

Attune Crystal

- **Cost:** 5+ POW; 1D4 Sanity points
- **Casting time:** 1+ hour

Allows the caster to attune a crystal for use in the **Activation** spell (see page 26). The crystal to be used must be of high quality, with no imperfections. Every 5 points of POW invested into the crystal grants +10% to the chance of success when casting the Activation spell (POW loss is permanent). Casting the spell requires one hour of concentration per 5 points of POW expended. The crystal remains attuned as long as the caster remains alive. It is unknown if such an attuned crystal provides further benefits to the casting of similar magic.

Deeper magic: if mi-go crystal is used, rather than that found on Earth, every 5 points of POW expended yields a +20% chance of success to the casting of the Activation spell.

Alternative names: *Empower Crystal, Mental Acclimatization of the Stone.*

Augury (Folk)

- **Cost:** 4 magic points; 1D2 Sanity points
- **Casting time:** 5+ minutes

Casting grants portents of the future—if the caster is enlightened enough to understand them. The tools for scrying vary and could be anything from using a scrying mirror to tarot cards, animal entrails to tealeaves, the casting of runes or watching the flight patterns of birds. Timing can vary due to the tools and nature of the scrying.

The chance of understanding an augury is a roll equal to or less than the augur's POW. A portent may be vague, subtle, dreamlike, or in a cryptic verse—the future is not a book to be read, but rather a message or impression upon the caster's mind. Successful use of the spell should provide at least one useful piece of information.

Note: the Keeper should prepare the portent with care. Revealing too much can easily rob players of their sense of free will and can limit the Keeper's freedom of action. Revealing too little is pointless and frustrating. A well-balanced portent can add meaningful thrills and chills to the game when the Keeper stages future events which seem to correlate with the portent.

Alternative names: *Augur, Scry, Cast the Runes, The Eye of Destiny.*

Awake Abhoth

- **Cost:** 12 magic points; 1D10+2 Sanity points
- **Casting time:** 36 hours

This spell is very limited in its application. Previous attempts to bring the Great Old One, Abhoth, into our plane of existence have often failed. In some attempts, manifestations of Abhoth have been split between this world and its dark dwelling place. In these instances, the partially manifested Abhoth does not possess any consciousness and is effectively comatose in our world. This spell awakens the sleeping god with the promise of beginning the great feast for which it waits and hungers. The spell takes the form of three rituals that prove the caster's faithfulness to Abhoth, with each part requiring a greater and more personal sacrifice on the part of the petitioner. At the summation of the rituals, the spell costs are taken. Whether Abhoth deigns to wake, and for how long, is uncertain.

Alternative names: *Rise O' Tenant of N'Kai, Threefold Ritual of Awakening the Feaster.*

Awaken Chuma (Call/Dismiss Yibb-Tstll variant)

- **Cost:** 8+ magic points; 1D8 Sanity points
- **Casting time:** 1+ hour

To bring a vision of Chuma (the name sub-Saharan tribes give to Yibb-Tstll), from the Dreamlands to the Waking World, the casters must present him or herself before an image of the god during the early hours of the evening and under an open sky. The spell requires a living sacrifice, which need not be human, but must be "equivalent in size and capacity" (have a POW of at least 50).

As the spell is cast, the image begins to revolve; all who witness it must make a Sanity roll (1D3/1D6 loss). Whether the summons is completely successful depends on the number of magic points invested, for every 8 magic points invested, the chance to summon a vision of Chuma is 10% (attendees may contribute magic points). As the spell progresses, the image spins faster and faster. At the same time, Yibb-Tstll's blood floats down from the sky and covers the sacrifice, draining 5 POW from it every 30 minutes. When the sacrifice's POW reaches zero, Yibb-Tstll manifests in their body for a brief period, before retiring. In some cases, the sacrifice remains alive after being inhabited, but usually this is not the expected outcome.

Note: see **Call Deity Spells** *(page 53)*.

Alternative names: *none known.*

Awaken the Beast (Folk)

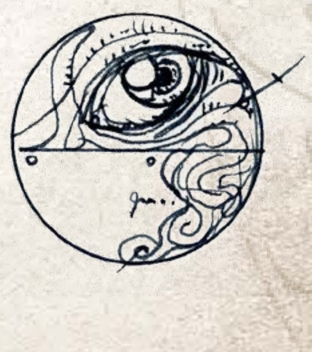
- **Cost:** 5 magic points; 1D8 Sanity points
- **Casting time:** 1D3 hours

Transforms a human over a period of 1D6+2 days into an animal, permanently. The spell requires a number of hours to cast, involving chanting and painting the target's body to represent the animal they are to become; thus, requiring a successful Art/Craft (Painting) skill roll for the spell to be successful. The transformation is usually into a mammal, although occasionally it can be a reptile. Each variation of this spell tends to be specific to the region in which it is used, so if cast by an African sorcerer, the form would be of an animal native to the African continent, and so forth.

May only be cast at night during a full moon. The target does not have to be willing or aware of the effects of the spell, but they must eat—willingly or not—a pound of human flesh for the spell to work. For the transformation to be successful the caster must make an opposed POW roll versus the target. The target loses 1D4 Sanity points for their participation in the ceremony.

During the transformation, the target starts to take on characteristics of the animal they are about to become, such as fur, scales, elongated snouts, canines, paws, and so on, generally loosing INT while their other characteristics increase or decrease over the period of transformation—see the Beasts section in the *Call of Cthulhu Rulebook* for statistics of various animals. Once the target becomes aware of the transformation, they lose a further 1D3/1D10 Sanity points per day until either their intelligence becomes too far diminished (INT less than 35) or they go permanently insane. People who are willing participants in the ceremony and who make a successful Hard POW roll, can choose to retain their INT and their ability to speak as humans, even though the rest of their body become animal. Regardless, Sanity loss continues until the target becomes permanently insane or simply becomes "animal" due to loss of INT (and thereby loses any speech ability). There is no known cure or reversal for this transformation.

Alternative names: *Regression, Reversion of the Soul, Two Feet Four Feet.*



Awaken The Great Tortoise

- **Cost:** 5+ magic points; 1D6 Sanity points
- **Casting time:** 1+ hour

This Japanese spell allows the caster to summon chthonians who burrow and "dance" underground for a short time and then (usually) depart.

It is said that a great abode of chthonians lies far below the main islands of Japan (where three major tectonic plates meet). Someday, perhaps, Japan will sink because of the actions of these creatures. Some, however, believe that earthquakes are caused by a great tortoise upon which the islands rest. To awaken this tortoise is to cause great upheavals.

The caster invests 5 magic points for each point of earthquake power on the Richter Scale (1–9). If the earthquake is above 5 on the scale, there is a chance (cumulative 5% per point above 5 on the Richter scale (i.e. 5% at 5, 10% at 6, 15% at 7, etc.)) that Shudde M'ell arrives and surfaces.

Scale	Effect
1.0–3.9	Minor shaking, accidents, wooden buildings topple.
4.0–5.9	Moderate shaking, cinder structures crumble.
6.0–7.9	Severe shaking, most structures damaged.
8.0–9.9+	Everything flattened, many deaths, the "Big One".

Alternative names: *none known.*

Awaken the Inner Light

- **Cost:** 1 magic point
- **Casting time:** 1 month

A ritual allowing the caster to slowly augment their POW, increasing magical potential and potency through gradual enlightenment. Requires a strict regimen of diet, fasting, meditation, and exercises, the spell requires the caster to spend at least two hours a day in meditation inside a magical circle. The circle requires 1 magic point to activate. The practice of daily rituals and meditation must be strictly observed for an entire month as the slightest deviation breaks the spell. At the end of one lunar month, the caster attempts an Extreme POW roll (cannot be modified by the use of pre-enchanted circles or other magical tools). If successful, the caster's POW increases by 5 points. This POW increase causes a corresponding increase of magic points, and the caster gains 5 Sanity points (if not already insane) but, in addition, the caster ages 5 years (with resultant changes to characteristics as applicable). If the roll fails, or if the ritual is in any way interrupted, the caster gains no benefits, but neither do they age—they must wait a full lunar month before attempting it again.

Alternative names: *Diet of Cleansing and Energy, Meditation of Yha-P'Tan.*

Awaking/Dispelling the God Within

- **Cost:** variable magic points; 1D3 Sanity points
- **Casting time:** 1 hour

Allows a star-seed to be implanted within a creature capable of conscious thought. The ritual must be performed no more than one month before the return of the Sirius to the night sky in midsummer, after being hidden by the sun's light for seventy days. The ritual takes an hour, and the seed must enter the body with the milk of Shub-Niggurath. The presence of Nyarlathotep is also required.

For every magic point spent by the caster, there is a 5% chance the implant will be successful. A successful Art/Craft (Music) roll allows the caster to synchronize a rhythm between the blood of the target and the celestial Music of the Spheres, increasing the chance of success by another 10%. A roll of 96–100 is always a failure. The caster will be unaware if the implantation was successful. This ritual cannot be performed on oneself.

See nearby box, **Star-Seeds**, page 34.

Dismissal/Reversal Spell:
The reversal ritual (a separate component to the spell, which does not require knowledge of the full spell) requires a successful Hard INT roll to learn. Having learned the reversal, it can then be taught to others, even those who do not fully comprehend the formula. After a couple of hours of instruction, a student who succeeds a Hard INT roll has also learned the reversal spell. The reversal involves the chanting of the formula for an hour; the recipient hears a rhythm pulse from within, becoming louder and louder. Soon, the target hears a rhythm from far away realizes that this music comes from the heavens itself and makes a Sanity roll (0/1D3 loss). The target may attempt an Art/Craft (Music) roll to create a counter rhythm to assist the reversal spell.

For every magic point spent, there is a cumulative 5% chance that the caster will purge the seed from the

Opposite: Mythos Notes by Goomi



STAR-SEEDS

Star-seeds are somehow connected with the Outer Gods. When a world is still developing, the star-flung seeds impact upon it, where they remain hidden, sending out visions that will eventually be received by sufficiently developed life forms. The seeds communicate their location and the ceremonies required to facilitate their development. With the proper rituals and the milk of Shub-Niggurath, a swallowed seed burrows into an intelligent creature's heart. There it nests, absorbing nutrients from the body, breaking it down to feed its growth, and becoming immaterial. When the Sirius triple-star system (only the brightest star of which appears to the human eye) appears in the proper conjunction, the change is complete and the otherworldly being bursts forth, leaving behind the empty skin of the host. It then leaves the planet behind to cavort amongst the stars and continue on its next stage of its existence.

Of course, the process is not always successful. Many times, a creature's body rejects the seed. Sometimes the host is driven mad, driving it to suicidal behavior.

target. If the target makes a counter rhythm, the chance is increased by +10%. If successful, an alien howl echoes from deep within the target as the parasite is destroyed. The caster(s) loses 1D3 Sanity points. This ritual cannot be performed on oneself.

Alternative names: *Imbue Kernel of the Child of Destiny, Gestation of Outer Being, Transformation of the Eternal Void.*

Awful Doom of Cerrit (Dreamlands)

- **Cost:** 9+ magic points; 1D10 Sanity points
- **Casting time:** 1 round

This spell may only successfully be cast in the Dreamlands. The spell costs 9 magic points per round that it is maintained and has a range of up to 20 yards. A glistening silvery thread springs from the caster's fingertip towards the intended target, who suffers from having molten lead run through the marrow of his or her bones. Each round the spell is maintained, the target is absolutely incapable of any action save writhing and screaming. Each round, the spell causes the target's CON to be reduced by 3D10 points permanently.

Alternative names: *none known.*

- B -

Bait Humans (Chthonian)

- **Cost:** 1 magic point
- **Casting time:** 1 round

An illusion (visible only to the target) of a fabulously large and beautifully cut diamond floats in the air before the target's eyes. As the target approaches the illusion, the object recedes at approximately the same speed, in the direction the caster wills, presumably to where a hungry chthonian waits. As in sport fishing, the target decides whether to take the bait.

It is thought that only chthonians know this spell, as a variation exists called Bait Sand Dwellers, which exchanges the image of a floating diamond for that of a tender human haunch, dripping fresh blood. However, one or two tomes suggest that some power-crazed sorcerers may have succeeded in transcribing this spell for their own use.

The spell lasts for five minutes and can be repeated indefinitely (paying 1 magic point per use). Approximate range of the spell is one mile.

Deeper magic: it is hinted that an alternative version of the spell exists, known only to the most powerful and ancient of wizards. In this rare version, the target is enchanted to see his or her heart's desire, be it gold, a lost love one, or something else. It is unlikely this version of the spell could be found written in any tomes, existing only within the insane minds of deathless sorcerers. If such a spell were to be found, there would certainly be a Sanity cost to pay.

Alternative names: *The Rite of Feeding, Allure of the Weak, Jewel of Desire.*

Balk Brood

- **Cost:** variable magic points; 1D3 Sanity points
- **Casting time:** 3 rounds

Calls forth the brood of Eihort from a target. The caster (and others who know the spell) can expend as many magic points as desired. Those who touch the caster while the spell is intoned may add +1 magic point per person, though the Sanity cost remains at 1D3 points for each person involved.

The caster multiplies the number of magic points invested in the ritual by five and attempts to roll under this number on 1D100 in an opposed roll against the Keeper—the Keeper multiplies the number of days elapsed since the injection of the brood of Eihort by five, and attempts to roll under this value in the contest. If the caster is successful, the brood infesting the target promptly cascade out of his or her

orifices, costing 1D4 Sanity points in the process. The target also loses 1 hit point for each day they have been infested by the brood. The infestation may already have caused the target great harm, which their presence keeps from being obvious. Removing the brood may kill the target, but they are doomed anyway should the infestation take its natural course.

At each casting of this spell the participants risk the appearance of Eihort; beginning at 10%, but rising by +10% each time the spell is cast thereafter. Eihort will attack the caster first, acting to destroy those who oppose its brood.

Alternative names: *Dispel Children of the Labyrinth, Crack the Eggs of White Death.*

Baneful Dust of Hermes Trismegistus

- **Cost:** 4 magic points
- **Casting time:** 24 hours (1 round to use)

Similar to the **Dust Of Suleiman** (page 102), this spell only affects creatures of non-terrestrial origin (that excludes humans, deep ones, ghouls, sand dwellers, serpent people, etc., but not flying polyps, elder things, mi-go, or star-spawn of Cthulhu, and so on). Anyone may use the gold-colored dust created by the spell.

The dust's effects are horrible and cost sensitive observers 0/1D3 Sanity points to see. A creature covered in the dust flinches and flails, and sometimes screams. Its body smokes and burns, as if eaten by powerful acid. Only the most fearsome entities continue to fight after an application of this terrible dust.

To apply the dust requires that the target be within throwing range. With a successful Throw roll, the dust burns the extraterrestrial creature for 2D6 points of damage. Armor does not protect against the dust. Each successful throw of the dust causes the same damage. If the Throw is missed, the nimbus of the dust still inflicts 1 hit point of damage. The creature escapes damage only if the Throw roll is fumbled.

The formula for the dust requires uncommon chemicals and ingredients in a proportion of combined weight roughly equal to two pounds. Two ounces of this concoction is enough for one dose. Sixteen doses can be made each time the formula is prepared. Brewing the dust is a consuming job, taking 24 hours to prepare and dry the mixture. 4 magic points are invested, and a successful Science (Chemistry, Pharmacy) or Medicine roll is required for a batch to work; the Keeper should make this roll in secret, as the caster should have no idea if a batch will be effective.

Alternative names: *Rain of Doom, Curse of the Seven Senses, Bane of the Hell Spawn.*

Banish Apep

- **Cost:** 10 magic points; 1D6 Sanity points
- **Casting time:** 1 day

This ancient Egyptian ritual is meant to dispel the Great Old One known as Apep, the Eater of Souls. The ritual must be performed in a very precise order: after crafting a wax model or making a small drawing of Apep, the caster must spit upon the effigy while extolling the power of Ra. While still exalting the sun god, the caster grinds the effigy under his left heel, stabs it with a spear, ties it with a leather strap, slices it with a knife, and tosses the mutilated remains into a fire. The caster must continue this litany of Ra's powers and deeds until the likeness of Apep is reduced to ash. Any event causing the distraction of the caster causes the spell to fail (Keepers may wish to impose a POW roll, at varying difficulty, should something have the potential to distract the caster).

If performed successfully, Apep is banished to the Land of the Dead (wherever that may be). In addition, any of Apep's devoted followers within 1 mile of the casting suffers 1D8 points of damage.

Alternative names: *Send Back the Hungering Snake, By Ra's Command Banish the Soul Eater.*

Banish Byatis

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 2 rounds

Forces the Great Old One, Byatis, back into its subterranean prison until summoned forth again. The caster may expend as many magic points as desired, and additional supporters present may donate 1 magic point each to the casting. Every person present loses 1D4 Sanity points. The caster multiplies the total number of magic points spent by five to give a percentage value, which is used in an opposed roll with Byatis' POW of 160. For the spell to be cast successfully an Elder Sign must also be present. A statue of Byatis is not a requirement but having one present grants the caster +10% in the opposed roll, offering a better chance for a successful cast.

Note: information concerning Byatis can be found in Malleus Monstrorum.

Alternative names: *Revoke Cyclopean Serpent; Cancellation of thou Abomination.*

Banish Thy Name

- **Cost:** 12 magic points; 1D4 Sanity points
- **Casting time:** 1+ nights

Using the target's True Name, this spell allows a caster to banish a target from this existence. The caster must prepare a specially blessed rectangular silk paper on the night of the new moon. Speaking aloud the target's True Name (full birth name), the caster writes the name of a specific person or being on a piece of silk paper. Each night, the caster chants the target's name for an hour while the target sleeps (and each night invests 12 magic points and loses 1D4 Sanity points).

Each night of casting, the caster makes an opposed POW roll versus the target. If the caster succeeds, the target loses 30 points from STR, DEX, SIZ, CON, INT, and POW (the loss distributed as evenly as possible). The target also suffers from horrible nightmares. If the caster fails the opposed roll, he or she suffers a further loss of 1D4 Sanity points (if applicable). This process continues until either the target's STR, DEX, SIZ, CON, INT, and POW are reduced to zero, meaning that they have faded from existence—unless the caster is prevented from continuing or stops the spell voluntarily. If the caster ultimately fails to complete the spell (removing the target from existence), the target's characteristics return with bed rest (30 points per day, back to their starting values).

If the target, who becomes weaker with each passing day, is able to realize they are the focus of a curse, they may attempt to seek out the caster to prevent the spell from going any further. Of course, if the caster is killed, the target is safe from further characteristic loss.

Alternative names: *Removal, Cast Away from this Mortal Plane, The Hideous Wickedness.*

Banishment of Yde Etad

- **Cost:** 1D4+3 magic points; 1D4 Sanity points
- **Casting time:** variable (minimum 1 hour)

Banishes most trans-dimensional human or human-like intelligences. It is not effective against any creature commanded by another intelligence. Correctly performed, the banishment is permanent and irrevocable. The banishment is directed at an individual target, rather than a type or genus of monsters.

At least three people must participate in the spell (and each pays the spell's cost). All participants must have learned the spell. More participants add to the effectiveness; however, the total number of participants must be divisible by three.

The spell must be performed in the open air in the middle of the night, ideally in a place of power associated with the target. This could be known haunts, its last known location, or its point of entry into this dimension. The spellcasters must divide their numbers: one-third should remain outside a protective circle, while the rest stand within.

This banishment works by destroying, with ritual flames, a sigil representing the target. The target's personal sigil is ideal but a substitute can be prepared according to a formula described within the spell. For the spell to take effect an opposed POW roll must be made between the caster with the highest POW and the target; +5% is granted to the caster's POW for each additional set of three casters.

Alternative names: *Banish Spawn of the Seven Hells, Cast Out Demon, Cast Out Devil, Curse of Awful Fire.*

Barrier of Pain

- **Cost:** 5 magic points; 1D10 Sanity points (per day)
- **Casting time:** 5 minutes

Creates an invisible barrier, 500 feet in diameter, from which those trapped inside cannot escape. The caster must invest 5 magic points and 1D10 Sanity points each day to maintain the spell. The spell must have an epicenter (a fixed point), such as a building foundation, a tree, or a large stone, but cannot be a person or a piece of furniture (which could easily be moved). Additionally, the spell only works upon those individuals who are aware of the caster's existence.

When the spell is cast, those trapped inside the barrier's circle must attempt an opposed POW roll versus the caster if they attempt to leave the circle: those succeeding endure stabbing headaches, sharp stomach pains, and jabs across their entire body, as if nails are being pounded into their skin, and lose 1 hit point per round for 1D10 rounds—after this time, the pain ceases. The pain also stops if the individual re-enters the barrier circle. If the POW roll is failed, the pain is worse and the individual suffers 1D3 hit points damage per round until they move back inside the barrier (no time limit). If the individual can locate and stand at the very epicenter of the spell's circle and win an opposed POW roll versus the caster, the spell no longer affects them.

Alternative names: *The Hideous Poking Torment, Ward of Ceaseless Agony.*

Bat Form (Folk)

- **Cost:** 12 magic points; 1D8 Sanity points
- **Casting time:** instantaneous

Lets the caster assume the form and capabilities (flight and acute hearing) of a bat, while retaining his or her intelligence and intentions. Assuming the form of a bat costs 1D8 Sanity points each time, up to a cumulative total of 8. The spell must be cast while the sun is down and its effects last only until the sun rises.

Deeper magic: some wizards have crafted alternative versions of this spell, allowing them to assume a different animal form, such as a wolf, dog, or raven.

Alternative names: *Skin Walk, The Witches Way, The Cloak of Another.*

Become Spectral

- **Cost:** 1 magic point per round of duration; 1D4 Sanity points
- **Casting time:** 1 round

Hides the caster from mundane observers by shifting his or her body into a parallel dimension, termed by sorcerers as "Limbo". The caster and their personal possessions become invisible to all but spirit senses. Sight and hearing remain attuned to the material plane but with a distant, less distinct character, as if a cold mist surrounds them. The caster can move normally. The spell's effect lasts for 1 round per magic point invested.

Becoming spectral carries an inherent danger: extra-dimensional creatures can sense the presence of a spectral body and engage in spirit or magical attack. Generally, failing a Luck roll, the spectral character may come to attention of a spirit who may elect to observe, pursue, or attack; such spirits typically have POW equal to (2D6+4 ×5)". Of course, opportunities to present more powerful and cunning opponents are possible.

Alternative names: *Hide Unseen, Cast Off Thy Flesh And Be As Spirit, Enter the Shadow Realm.*

Become Spectral Hunter

- **Cost:** 16 magic points; 10 POW; 3D6 Sanity points
- **Casting time:** 1 hour

The caster targets a willing volunteer who is transformed into an invisible, hideous humanoid monster, able to guard, pursue, or attack. The spell requires a specially made figurine, the blood of several animals, and the loss

SPECTRAL HUNTER

Large, hideous humanoids 7 feet in height, covered in rubbery, jet black flesh. Their red eyes, like their mouths filled with shark-like teeth, are overly large. A long, tapering nose dangles from their face, and their bodies are horribly thin and reedy, with distended abdomen. Their limbs terminate in gross appendages, with feet resembling a man's and hands that are more like huge crab-like pincers. Being slightly immaterial, they appear to float above the ground. Spectral hunters are formidable foes, often created to guard important sites or objects.

SPECIAL POWERS

- **Invisible:** may become invisible at will, imposing one penalty die on attempts to hit them.
- **Invulnerability:** when invisible, only enchanted weapons or spells may cause damage. However, certain forms of light can make the hunter visible—viewing the monster through a specially constructed lens or arrangement of lenses allows the hunter to be seen (negating its invulnerability).
- **Binding:** the life of the hunter is bound to that of the figurine that is used in its creation. The hunter can never be more than one mile away from the figurine. If this figurine is partially damaged the spectral hunter is injured (taking 1D8 damage), whereas the complete destruction of the figurine means that the monster is dispelled, but may return in 7 days. Only by destroying the figurine and reciting the Chant of Dismissal effectively destroys the monster.

SPECTRAL HUNTER, hideous unseen watcher

STR 100	**CON** 40	**SIZ** 95	**DEX** 55	**INT** 65
APP —	**POW** 90	**EDU** —	**SAN** —	**HP** 13
Damage Bonus:+1D6		**Build:** 2	**Move:**8	**MP:** 18

Attacks per round: 1 (bite or pincer)

Fighting*	40% (20/8), damage 3D6+DB
Dodge*	40% (20/8)

** Bonus die applied when invisible.*

Armor: 1-point rubbery hide; invisible (see above).
Skills: Stealth 70%.
Spells: 1D6 spells at the Keeper's discretion.
Sanity Loss: 1/1D6 + 2 Sanity points to see a spectral hunter.

of all Sanity points of the target of the spell. The target is transformed permanently and is essentially immortal.

The spectral hunter is linked to the specially prepared figurine and unable to venture far from the place in which the figurine resides. If the figurine is destroyed, the creature is dispelled; however, the creature is able to (magically) refashion a new figurine over the course of a week. Should the figurine be destroyed at the same time a "Chant of Dismissal" is spoken, the spectral hunter is banished permanently.

See nearby box for information about spectral hunters.

Note: the Chant Of Dismissal was allegedly known by the Hotethk tribe of the Mojave Desert (who also knew how to create spectral hunters) and is said to have been transcribed by at least one visitor to the area before the Hotechk disappeared.

Deeper magic: by doubling the amount of POW invested in the spell to 32, the wizard creates an even more monstrous version of the spectral hunter, with double the STR, CON, SIZ, and hit points.

Alternative names: *Summon Creeping Guardian, Rite of the Unseeing Watcher.*

Benevolent Influence

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 3 days

This arduous spell exacts many requirements from the caster: a regimen of meditation and breathing exercises, along with a strictly prescribed diet, must be followed for three solar months before the spell may be attempted. When ready, the caster must fast for three days and then enact the ritual, which involves an hour of chanting, the sacrifice of 10 magic points, and a successful Hard POW roll by the caster. If successful, the spell magnifies the willpower of the caster, making them more able to influence and manipulate people. For one solar month, the caster's APP rises by 10, and a bonus die is granted to Charm, Fast Talk, Intimidate, and Persuade rolls. As long as the diet and meditations continue, the spell can be re-cast each month.

Alternative names: *Ritual of Authority, Aura of Control, The Agreeable Tongue of Festus.*

Beseech Charon (Contact Yog-Sothoth variant)

- **Cost:** 12 magic points; 1D10 Sanity points
- **Casting time:** instantaneous

This spell must be cast at night under a gateway or archway. The caster reaches out and contacts "Charon," the underworld keeper of the way across the River Styx (an avatar of Yog-Sothoth). The spell invites Yog-Sothoth to possess the caster, perhaps to relay information, magic, or to imbue some otherworldly power. Such direct contact with Yog-Sothoth always requires a Sanity roll (1D10/1D100 loss), which may also be applicable to any witnessing the spell.

Alternative names: *none known.*

Bespeak the End of the Day

- **Cost:** 6 magic points; 1D8 Sanity points
- **Casting time:** 1 hour

This powerful conjuration calls upon Hastur and utilizes the Yellow Sign to grant a vision of a of specific moment that will happen in the future. The vision places the caster or the spell's target inside a scene from their near future (sight, sound, taste, smell, and texture are all conveyed). The viewer is fully aware of what is happening in the scene but cannot affect it. A Sanity roll may be required for what is seen. "Near future" is an elastic timeframe, determined by the Keeper; it is suggested that such foretelling ranges to no more than one week, and usually just to 24 to 36 hours.

Until the vision has come to pass, the viewer is marked—in the interim, others succeeding with a Cthulhu Mythos roll, and certain Mythos entities of the Keeper's choice, may see the viewer as somehow "marked" and best left alone; no matter what comes to pass, the viewer will at some point find themselves in the reality of the future scene witnessed.

During the spell, the caster or spell's target must concentrate on a course of action for which they seek a resolution: for example, if they are trying to locate a person, they may see a scene in which they find that person in a certain locale.

At the Keeper's discretion, if the spell's target is somehow able to avoid their fated future (as seen in the vision) then something very bad will happen to them. As they have actively denied their future, cosmic forces will align against them; perhaps forcing them to into a deadly situation, extracting some form of mocking bad luck, or adversely affecting their abilities for a suitable period.

Opposite: Bespeak the End of the Day by Juan Barba



Note: *the Keeper must be careful as to what to show the viewer. The scene merely provides a few second's glimpse of an event but not necessarily its consequences. The Keeper depicts the vision and effectively safeguards the viewer to that point in time from certain Mythos minions and creatures.*

Alternative names: *none known.*

Bestow Glimpse of Truth

- **Cost:** 10 magic points; 1D3 Sanity points
- **Casting time:** instantaneous

Causes a target to suffer temporary insanity. An opposed POW roll is made with the spell's target. If the caster succeeds, the target loses 5 Sanity points and becomes temporarily insane.

While this spell is similar to **Mindblast** (page 142), there are two differences: the target can voluntarily choose to relinquish the opposed POW roll, thus the spell succeeds automatically. Also, the substance of the target's madness is dictated by the caster's perceptions—the "truth" bestowed is the caster's own perception of the true nature of reality and, consequently, may be false, misaligned, or only partially true in terms of the grand cosmic reality of the universe.

Alternative names: *Secrets of the Mind, Thought Transference, Willful Visage of the Hidden Realm.*

Bestow Karma (Folk)

- **Cost:** variable magic points or POW; variable Sanity points
- **Casting time:** 3 hours

This rare spell, known only to certain masters of Buddhism, targets an individual who has performed some form of action in the past, and have that action be returned upon them (effectively, repaying in kind the action of the target in a karmic sense). The caster cannot choose the nature of the karma to befall the target.

Use of this spell requires knowledge of the basic tenets of Buddhism and the spell has a variable cost based upon the action of the target (which must be known to the caster) and the timeframe in which it took place:

Event	Spell Cost
1-12 months	2 magic points per month
1-5 years	5 POW
2-25 years	10 POW
25-125 years	15 POW
125-625 years	20 POW

In addition, the more serious the event wished to be repaid, the greater the cost on the mind of the caster:

Event	Additional Spell Cost
Ethically questionable (stealing, lying)	4 Sanity points
Serious taboo (murder, torture)	6 Sanity points
Reprehensible act (cannibalism, necrophagia)	10 Sanity Points
Cosmic (involving Mythos Gods)	20 Sanity Points

Casting the spell requires a POW roll each time it is performed, with a fumbled result causing the effects to turn on the caster. The karma begins to affect the target in 1D4 days. To the target, the effects of the spell manifest as natural occurrences or uncanny coincidences. The Keeper should determine the effects, which should be commensurate with the target's original action (e.g. if the target stole something, the spells causes something to be taken from the target, and so on).

Alternative names: *none known.*

Bind Animal (Folk)

- **Cost:** 2 magic points; 1 Sanity point
- **Casting time:** 1 round

Directs a specific animal type to perform an action or limited series of actions.

Such spells include: Bind Driver Ant Column, Bind Cat, Bind Green Mamba, Bind Leopard, Bind Monkey Spider, Bind Rat, and so on. Each specific animal type comes with its own variant spell. Bind Driver Ant Column works on an entire ant swarm while Bind Leopard works on an individual of the species. Specific binding spells exist in native habitats, so are usually known by their respective sorcerers, African witch doctors, Amerind medicine men, European witches, etc.

The commanded creature must be able to comprehend and perform the command. To instruct it to "fly to Mexico" has no meaning to a raccoon, and the instruction "kill Jonathan Kingsley" only baffles tarantulas as they have no way to identify a Mr. Kingsley. On the other hand, a command such as, "bite all nearby humans" could be attempted.

Deeper Magic: some spellcasters are able to imbue an animal with a means of communication (speech, thought transference, and so on), allowing the animal to relate information to the caster; thus, allowing for a greater range of commands.

Alternative name*s: many variations.*

Bind Enemy

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 1 day

Either by physical or magical attack, this spell renders the target unable to harm the caster for the next seven days. A variable number of magic points are sacrificed into a small effigy of the target—the caster must invest more magic points than the target possesses for the spell to work. For the spell to take effect the caster must win an opposed POW roll with the target. If the target wins, the spell fails.

It normally takes a day to gather the materials, construct the effigy, and chant the ritual that seals the magic points into the effigy. The effigy must contain a portion of the target (this could be a few hairs, nail clippings, blood, or something else of a personal nature).

The spell is broken if the caster attacks the target or if the effigy is destroyed.

Alternative names: *Dispel Thy Enemy, The Darke Pact, Rite of Power.*

Bind Soul

- **Cost:** 10 magic points; 5 POW; 3 Sanity points
- **Casting time:** 3+ days

Allows the caster to imprison a human soul and thereby control or murder the body from which the soul came. The caster must be able to find the soul before it can be imprisoned.

For the spell to take effect an opposed POW roll must be made between the caster and target. Alternatively, the caster and target may engage in spirit combat: the caster must drive the target's spirit to zero magic points and then cast Bind Soul. Either way, if the soul is trapped, the target's body begins to die, at the rate of 10 CON per day. When CON reaches zero the body dies. This spell is often used in conjunction with **Compel Flesh** (page 69).

A special vessel for the soul must have been prepared (a ritual taking three days). Anything that can be closed (a jar, a box, a bottle, etc.) will do as a vessel. If the vessel can be found, the soul can be released by opening or breaking the vessel (it can then do as it will).

The **Powder of Ibn-Ghazi** (page 151) and similar magic can trace the link between body and soul. The location of the vessel can be calculated by triangulation or by expending a considerable amount of powder and simply following the spider-web-like link left tangible by the powder.

Alternative names: *Soul Wrenching of Eibon, Imprison Life Force, The Black Murder.*

BINDING SPELLS

- **Cost:** 1 Sanity point
- **Casting time:** 1 round

Binding and Summoning are two sides of the same coin. Sometimes they are learned as one spell, sometimes not. At the Keeper's discretion the effects may be combined into a single spell, or two separate spells might be asked for, one to summon and a second to bind.

If a monster arrives unbound or is come upon unexpectedly, it may be bound on the spot. The caster must know the correct Binding spell and must spend a round chanting before the thing can be bound. For the spell to take effect the caster must succeed in an opposed POW roll with the target. Each attempted binding costs 1 Sanity point but usually no magic points. A binding works on only one creature at a time. One option open to the caster is to invest a number of magic points equal to one-fifth of the summoned creature's POW to gain a bonus die on the opposed POW roll to bind the monster

SUMMARY OF MONSTER BINDING SPELL

This list is not exhaustive. The following spells all comply with the costs given under Binding Spells. Note that some variant specific binding spells are detailed elsewhere in this section.

Bind Byakhee: if an **Enchanted Whistle** (page 111) is used, the caster gains a bonus die to the opposed POW roll to bind the byakhee. Such a whistle may be used again and again.

Alternative names: *Obligation of the Steed, Compel the Journeyed.*

Bind Dark Young of Shub-Niggurath: if the caster uses an **Enchanted Knife** (page 109) to kill their victim with certain ritual cuts, they gain a bonus die to the opposed POW roll to bind the dark young.

Alternative names: *Entrance the Heart Wood, Command the Forest for Thy Bidding.*

Bind Deep One: the caster must stand with their feet immersed in salt water. If they wear a Crown of Dagon they gain a bonus die to the opposed POW roll to bind the deep one.

Alternative names: *Piscine Command, Edict of Dagon.*

Bind Dimensional Shambler: if the caster possesses an enchanted dagger (see **Enchanted Knife**, page 109) made from any pure metal, such as copper or iron, they gain one bonus to the opposed POW roll to bind the shambler. A second bonus die may be gained if the dimensional shambler is exposed to bright sunlight.

Alternative names: *The Copper Binding, Entrapment of the Searing Light.*

Bind Fire Vampire: if the caster stands within a bonfire they gain one bonus die to the opposed POW roll to bind the vampire. How the flames are resisted is up to the caster.

Alternative names: *Annexation of the Fiery Devil, Authority of the Blazing Tongue.*

Bind Hunting Horror: the blood sacrifice of a sentient being is required. The caster does not perform the sacrifice—the hunting horror seizes the sacrifice.

Alternative names: *Tie The Twisting Fear to Thy Will, Deed of Murder.*

Bind Nightgaunt: if the caster has a stone emblazoned with the **Elder Sign** (page 105) they gain one bonus die to the opposed POW roll to bind the nightgaunt.

Alternative names: *Mastery of the Faceless Ones, The Elder Token by which They will Know You.*

Bind Servitor of The Outer Gods: if the caster possesses **Enchanted Pipes** (page 110) they gain one bonus die to the opposed POW roll to bind the servitor.

Alternative names: *The Secret Note of Command, Pact of Wittering Madness.*

Bind Star Vampire: if the caster possesses an **Enchanted Book** (page 107) containing this spell, they gain one bonus die on the opposed POW roll to bind the vampire.

Alternative names: *Vow of the Bloody Accord, The Ungodly Promise.*

(a successful Cthulhu Mythos roll may be required for the caster to ascertain the creature's magnitude of Power). Others may assist the person attempting the binding by sacrificing magic points in support.

An attacking creature cannot be bound by the person it is fighting; however, it could be bound by a person able to stand back from the fray. A creature to be bound must (normally) be visible to the caster and within 100 yards. Binding requires an opposed roll and opposed rolls cannot be pushed; if the opposed roll is failed, the caster is in trouble!

Gaining control of a creature bound by another spellcaster is risky and requires the current binding to be broken before a new binding can be attempted. To break the binding performed by another sorcerer, an opposed POW roll is attempted (versus the POW of the original

binder). If successful, the original binding is broken and the creature is free and a new binding must be performed quickly lest the creature depart or seek to vent its anger and frustration on those nearby.

Note: *see* ***Summoning Spells*** *(page 174).*

Form of the Command

The caster's command to the summoned thing must be specific and limited in duration: "protect me from harm forever," would not be a valid command; however, "slay that man in the corner," would be. The thing is bound to the caster until it fulfills a command (a bound thing without a command soon finds a way to leave). Orders might include carrying someone somewhere, presiding at some ceremony, being especially docile while being examined by a group of professors, appearing somewhere as a warning to those assembled—whatever can be imagined. Keep commands simple. The best rule of thumb is that a command should have no more words than one-fifth of the thing's INT. Simple gestures such as pointing will be understood. Assume that the thing is always able to understand a straightforward command, whether spoken in English, Urdu, or whatever language.

By way of example, see page 42 for a range of specific binding spells.

Bind Child of The Sphinx

- **Cost:** 3 magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

This Egyptian chant allows the caster to impose their will on a child of the Sphinx. The caster makes an opposed POW roll against the child. If the caster actually created the child of the Sphinx (see **Create Child of The Sphinx**, page 83), the caster receives a bonus die to the opposed roll. If the caster wins the POW roll, the child follows commands to the best of its ability, including self-destructive commands. Control lasts for a number of months equal to one-fifth of the caster's POW. Subsequent control may be renewed through additional castings. If the child wins the POW roll, it immediately attacks the caster.

Deeper magic: knowledge and use of this spell can usurp control of a child of the Sphinx already bound to another. The caster makes an opposed POW roll against the current master of the creature: if the usurping caster wins, they immediately gain control.

Note: see Malleus Monstrorum *for further information about Children of the Sphinx.*

Alternative names: *Dominion of the Jackals, Authority of the Sands.*

Bind Shoggoth

- **Cost:** 5 magic points; 1D8 Sanity points
- **Casting time:** 2 rounds

Binds a single shoggoth to the command of the caster for as long as the caster has enough magic points. The shoggoth must be visible to the caster. The caster must succeed in an opposed POW roll against the shoggoth while enunciating a complex series of sounds (requiring a successful Hard Know roll the first time this spell is cast to ensure the correct vocalizations are made—thereafter, the Keeper may waive this requirement). The binding remains for 5 rounds per 5 magic points invested by the caster. The spell can be prolonged with the expenditure of further magic points, although a new opposed POW roll is also required (shoggoths being resentful ornery sorts, they will seek to resist the binding).

Deeper magic: may be cast in multiple, with the cost multiplied by the number of shoggoths, allowing more than one shoggoth to be affected. Greater Mythos insight allows the caster to sacrifice 10 POW to bind a shoggoth for a period of 5 days (along with an opposed POW roll) and may be prolonged with further expenditure of POW.

Alternative names: *Command Worker.*

Bind Were-Creature

- **Cost:** 14 magic points; 2D4 Sanity points
- **Casting time:** 1 hour

Removes a were-creature's desire to control its shape-changing, quickly condemning it to the life as whatever form the entity's alternate form takes. A creature so bound sheds its human side and permanently becomes wild.

Once the spell is cast, the target steadily loses its ability to choose when to shape-change. More and more it becomes the animal alternate when primal emotions, such as rage, fear, lust, or hunger become strong. The shape-change is no longer a conscious choice. The effect strengthens over time. After 1D6 days, the target spends half its time in its animal form. After another 1D6 days the human side is utterly unattractive and tedious. The creature then lives as an animal in the wild.

To perform this spell, the caster needs a bowl of solid silver or gold. The bowl must be inscribed with the incantations of the spell on its inner surface. The caster must also carve a circular talisman into the surface of the area where the spell is to be cast. Six candles are placed and lit clockwise around this talisman. Once the candles are lit, the caster may not leave the circle. At least six drops of human blood must be added to the bowl. To target an individual, place something of the target in the bowl (hair, fingernail clippings, personal possessions, etc.). More than one person may be targeted at a time. Incantations must be chanted without interruption for an hour. If all goes well, the bowl briefly glows and the spell begins its work.

After the spell is cast, the target experiences growing fears and desires based on the need of its animal side and loses no Sanity unless it understands what has happened to it; then the Sanity loss is 1D3+1 points per day, until one-fifth POW days have passed. Then it loses all remaining SAN and (as a human) is permanently insane.

Alternative names: *Cage of Kind, Bind Loup-Garou.*

Black Box (Dreamlands)

- **Cost:** 24 magic points; 1D8 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. The spell's target must be within 100 yards of the caster. A dark cloud of moaning voices, distorted faces, and clutching hands is formed, with sparkles of sickly light flashing within. The cloud engulfs and completely screens the target. It then warps and mutates the target into a horrifying half-melted creature, only part human. The target's INT and POW do not change, but APP is reduced by 9D10. Roll 3D10 each for STR, CON, SIZ, and DEX: if the result is even, add it to the current score; if it is odd, subtract it. If CON is reduced to zero, the target dies. If SIZ is reduced to zero, the target is invisible. An APP of zero or less may cause anyone seeing the target to lose Sanity points, at the Keeper's discretion. The spell's target must make a Sanity roll (1D4/2D10 loss).

Alternative names: *Breath of Nightmare, The Black Curse of the Moon.*

Bless (Folk)

- **Cost:** 10 magic points; 1D6 Sanity points
- **Casting time:** instantaneous

Blessing is intended to help and assist the spell's target. It can take two forms:

- The recipient gains +10 points to a specified characteristic for the duration of 24 hours. Such points may alter some derived values, such as hit points. It cannot alter POW or EDU.
- Alternatively, the recipient gains a bonus die for a specific skill for 24 hours.

The target must make a Sanity roll (1/1D6 loss).

Bless Blade

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 1 hour (minimum)

Makes a weapon (knife, sword, etc.) capable of damaging or killing entities that cannot be harmed by mundane weapons. Requires the blood sacrifice of an animal (or animals) of at least SIZ 50. The blade of the knife must be of an elemental metal, such as iron or silver. Once made, the weapon is invested with 5 POW points by the spellcaster.

If the blade is broken, melted, or otherwise damaged it permanently loses its magical ability; however, it will not be harmed when used in attacks against supernatural entities, and performs (dealing damage) as per the weapon type.

Alternative names: *Imbue Might of the Elder Ones, Ritual of the Seven Cuts, Spirit's Bane.*

Blessing of Bast

- **Cost:** 4 magic points
- **Casting time:** instantaneous

This rare spell is thought to have been lost to the passage of time, as it was known only to the High Priestesses of Bast and has rarely seen use since the days of dynastic Egypt. The spell heals 1D6 hit points and restores 1D6 Sanity points. The recipient of the spell must speak a prayer to Bast (outlined in the spell). The would-be recipient must make a successful POW roll to convince the goddess of their worthiness, and they should never have mistreated a cat. Failing the POW roll incurs the displeasure of the goddess and costs the caster 1 hit point damage, manifesting as claw marks on the face (a worse fate befalls those who have mistreated a cat, at the Keeper's discretion).

Alternative names: *none known.*

Blight/Bless Crop (Folk)

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 1 hour

As the caster chooses, the spell causes one acre of vegetation to wither and die slowly as if parched, or to blossom and grow with vigor. The caster must plant a small animal's skeleton (such as a bird, cat, or dog) within the area of land to be blessed or blighted.

"Blooding" the caster (striking the face hard enough to draw blood) breaks the spell, allowing the crop to return to health if conditions are suitable (if winter is coming there will not be enough time for the crop to mature).

Alternative names: *The Farmer's Hex, The Curse of Decay, Solstice Blessing.*

Bliss

- **Cost:** 3+ magic points; 1 Sanity point
- **Casting time:** instantaneous

This spell permits the caster to escape to a mental refuge to protect them from what would normally cause Sanity loss (seeing a Mythos monster, prolonged torture, etc.). It costs 3 magic points for each minute of "bliss" and 1 Sanity point per casting. The drawback is that the spell's target (if not the caster) is unable to move or defend themselves physically for the duration of the spell.

Alternative names: *Blinded, Suffer Not The Awfulness, Mental Resolution.*

Bloat (Dreamlands)

- **Cost:** 16 magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. The spell's target must be within 30 yards of the caster. If the caster wins an opposed POW roll against the target, the target swells to immense proportions, their movement is reduced to 1, and all physically active skills (such as any combat skill, Climb, Jump, Ride, Throw, etc.) are reduced to 05%. This effect wears off in a number of days equal to 30 minus one-fifth the target's SIZ; so a SIZ 50 target would be bloated for 20 days: 30 –(50/5).

Alternative names: *The Fattening Curse.*

Blunt the Weapon

- **Cost:** 6 magic points; 1 Sanity point
- **Casting time:** 1 round

The caster causes all slashing and piercing weapons (swords, knives, bullets, etc.) to act as if blunted when striking the recipient of the spell (the caster or nominated target), and includes the natural weapons of creatures. The spell's target, who must repeat a short magical phrase for the spell's duration, suffers only half damage from such attacks (damage results from Extreme successes are also halved). The effect lasts for 6 rounds but may be extended at the further cost of 6 magic points per 2 additional rounds.

Deeper magic: at a greater cost (12 magic points; 4 Sanity points) the spell negates all damage from slashing or piercing weapons, except for Extreme successes (which still deal half damage).

Alternative names: *The Song of Corrosion, Turn Skin, Steely Flesh.*

Body Warping of Gorgoroth

- **Cost:** 6+ magic points; 5 POW; 2D6 Sanity points
- **Casting time:** 1D6+4 minutes

Allows the caster to change his or her physical form. The sorcerer can change to any shape and appearance, though retains personal abilities. The form is fleshly, but can appear to be made of stone, wood, a rug, etc. Once changed into a new shape, the caster has the mobility of that shape. The caster's STR, CON, INT, POW and DEX do not change. If emulating a person, the sorcerer's APP becomes that of the individual emulated. The caster can take on only a form known to them.

The caster invokes Nyarlathotep and repeats the phrases of the spell while expending 6 magic points and an additional magic point for each 5 points of SIZ to be gained or lost in the body warping. Only one alteration per casting is possible and the effect is permanent until the spell is recast to change back again. This spell cannot be cast on another being.

Deeper magic: if imitating an individual, the caster becomes a replica of that person, including voice and speech patterns. The caster does not need to repeat the spell to undo the warping—a simple verbal phrase is all that is required.

Alternative names: *Body Warping, Mastery of the Flesh, Skin Walking, The Black Pharaoh's Transfiguration.*

Bolonath's Furnace (Dreamlands)

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. An immobile, shimmering globe of heat, about 5 feet across, appears in the air before the caster. This furnace has a temperature of 100 degrees Fahrenheit per magic point expended, but the radiant heat from it is magically limited to the furnace itself. Anything touching the furnace takes 1D6 damage per round per 200 degrees in the furnace. The furnace lasts for 3D6 hours.

Alternative names: *none known.*

Breath of Pazzuzu

- **Cost:** 3 magic points; 3 Sanity points
- **Casting time:** instantaneous

The caster spews forth a visible cloud of noxious vapors from their mouth, like a jet of steam. The foul breath affects one target up to a distance 30 yards. The target loses 1D6 hit points from this choking poison. The noxious vapor dissipates immediately in the open air (active for just one round), but stays active in an enclosed space until a window is opened or a draft is otherwise created (see following).

If the target is aware of the stream of noxious vapor (possibly a Spot Hidden or Listen roll), he or she may attempt to Dodge its effects (in the first round). Those unable to Dodge lose 1D8 hit points. On the second round 1D6 hit points are lost, followed by 1D4 hit points on the fourth round, and 1D2 hit points in the final round. Damage is negated if the target manages to escape the vicinity of the vapor. Anyone else in the area suffers 1D4 damage per round for 4 rounds.

Alternative names: *The Stinking Breath of Seven Hells, Corpse Air.*

Breath of The Deep

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** 1 round

The target's lungs fill with seawater, potentially causing an unpleasant death by drowning.

The caster must be able to see the target. After mentally intoning the spell for a round, the spell takes effect if the caster wins an opposed POW roll with the target. If successful, the target begins to drown—falling to the floor, choking on seawater, and taking 1D8 damage each round. The target should make an Extreme CON roll (equal to or below one-fifth CON) after taking damage each round, if the roll is successful the salt water has been expelled and the effects of the spell cease. Note that the caster may cease the spell at any point.

Alternative names: *Currency of the Blue Sea, The Sailor's Curse, Kiss of Brine.*

Breath of the Kappa

- **Cost:** 6 magic points; 1 Sanity point
- **Casting time:** 2 rounds

This spell of Japanese origin relates to the kappa, a race of amphibious vampires said to be an offshoot branch of deep ones. In the *Seven Cryptical Books of Hsan*, the kappa are described as able to bestow their breath, providing the recipient with the ability to breathe underwater. This spell is said to replicate this effect.

The spell has duration of twelve hours (if the recipient is still underwater, they begin to drown), but may be prolonged by repaying the spell's cost. The person gifted the ability must make a Sanity roll (1/1D4 loss) as they become aware that a set of gills has developed on either side of their neck.

The text warns that prolonged use of this gift turns the recipient into a kappa. Each time the spell is prolonged or used again the recipient must make a CON roll: if failed, the spell's effect become permanent and they are no longer able to breathe air (as the gills become permanent), provoking further Sanity loss at the direction of the Keeper (suggested Sanity drain of 1+ point per day until zero Sanity is reached). Other physical changes are also in the hands of the Keeper.

Alternative names: *Sakana Rite, Spiritus de Piscibus.*

Brew Draught of Phan

- **Cost:** 10 magic points; 5 Sanity points to brew
- **Casting time:** 3 days

This magical recipe, said to have been originally used by serpent people, requires a number of hard to obtain and illegal ingredients, including fresh poppy tar and bear's spleen. The final product is a thick ichor that pacifies and disorients the mind.

Laced into a target's food or drink, it erodes their will for a number of days equal to one-fifth of the character's POW, leaving them subject to the demands of whoever has administered the drug (effectively setting them up to be "brainwashed"). The target soon adopts the viewpoints and beliefs of the manipulator. After 2 to 3 weeks, use of the drug is no longer necessary, and the mental alterations to the target are complete. At no time does a target lose their personality, nor does their behavior exhibit changes (other

than those sought by the person who has administered the drug). Extended therapy might undo the alterations wrought by this hypnotic drug.

At the Keeper's discretion: *a successful Cthulhu Mythos, Occult, or Art/Craft (Potions) roll may be needed to ensure that directions are carefully followed.*

Deeper magic: the original serpent folk brew is believed to work totally after a single dose is administered, greatly reducing the time and amount required to prepare the target.

Alternative names: *Draft of Wilderness, Mind Control Toxin.*

Brew Dream Drug

- **Cost:** 4 magic points (plus 1 per extra draught); 2 Sanity points to brew
- **Casting time:** 5+ hours

Fashions a drug that facilitates entry into a world of dream for one or more participants. Those drinking a draught fall asleep very quickly, for around four hours. The subjective length of the dream may be long or short (normally days or even years) and memories of the dream may be distorted. All who drink of the same drug find themselves together in the dream. By the origin and proportion of the ingredients the caster may guide dream entry into a specific area correlative to the Waking World, such as a specific city or to some special place or other dimension. The location may include the Dreamlands, or specific isolated dream realities.

Casting the spell and mixing the drug takes about five hours. While most of the ingredients are reasonably easy to obtain (herbs), others may present a challenge (at the Keeper's discretion). Differing versions of the recipe exist but one ingredient common to all is 1 ounce of gold. The result is a sweet, thin brown liquid. A mild narcotic effect relaxes the drinker and inclines him or her toward dreams. After the first, each additional draught made at the same time costs one additional magic point—to make five draughts, for instance, would cost a total of 8 magic points and 2 Sanity points.

At the Keeper's discretion: *a successful Cthulhu Mythos, Occult, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *Kuranes' Brew, Draft of the Sleepless, Gateway to the Golden Meadows.*

Brew Elixir of Life

- **Cost:** 20 magic points; 10 POW; 10 Sanity points to brew
- **Casting time:** 6 months

A variant of an ancient alchemical formula that purports to extended life indefinitely. This elixir, which includes the blue ichor secreted from a hound of Tindalos, actually converts a human into a hybrid Tindalosian.

Ingredients for the elixir include diamond dust, blood of an infant (5 liters, boiled down into a tar), and numerous odd herbs. Values vary, dependent on time period, at the Keeper's discretion.

Without the Tindalosian ichor, the elixir is only a foul-tasting drink. With the ichor, and if the herbs are rotten (which introduces agents that react with the ichor) it has a very different effect. The drinker feels like the elixir is rotting their insides out, until it is excreted. For one day, the substance courses through their alimentary tract, causing incredible pain; they are unable to do anything besides hunch over and scream in agony. They also feel their soul being "chewed on," provoking a Sanity roll (1D4/2D6 loss). Over the course of the day before the ichor is excreted, it sucks away 10 POW and 10 CON points. The person also needs to be fed through a tube for the rest of his or her life. Once the ichor is excreted, a POW roll is made: with an Extreme success, the drinker begins to transform into a human hybrid Tindalosian (see box on page 48 for details).

At the Keeper's discretion: *a successful Cthulhu Mythos, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *none known.*

Brew Liao Drug

- **Cost:** 15 magic points to brew
- **Casting time:** 1 day

Exotic and expensive substances must be mixed together to create one dose of the drug Liao. Once taken, one's mind begins to wander through time and space. With a successful POW roll, the user can guide their mind in any direction. Each minute after the drug takes hold costs the user 1 magic point. The effects can last as many minutes as the user has magic points (the user may increase the time by "burning" hit points after magic points are depleted).

The user perceives their surroundings as getting dark; objects fade out. A feeling of being dissociated, somehow leaving the room, prevails. There is also a profound sense

HUMAN-HYBRID TINDALOSIAN

While trying to maintain a human form, the hybrid's image often wavers and ripples. Tindalosians exist across hyper-dimensional realms and appear to shift and change when mere three-dimensional mortals can see only segments of their being. When a hybrid is not keeping human shape, their visible portions change radically: hands appear as a conglomerate of triangular crystals (reminiscent of wolfish claws), the face is replaced by what seems to be a wide gaping mouth, with a set of long crystalline fangs, their shape constantly shifts (as if small parts of it were popping in and out of existence), and their exposed substance appears as a conglomerate of many angles, with no curves at all. Hybrids can extend a snake-like tongue of bluish color to feed upon victims.

HUMAN HYBRID TINDALOSIAN

STR 130	**CON** 130	**SIZ** 85	**DEX** 95	**INT** 85
APP ‡/00*	**POW** 120	**EDU** ‡	**SAN** 00	**HP** 22
Damage Bonus: +2D6		**Build:** 3	**Move:** 10	**MP:** 24

* APP varies with human aspect and hybrid aspect.
‡ APP and EDU remain unaffected.

SPECIAL ABILITIES

Hyper-sight: costing 1 magic point per round, the hybrid may survey an area of up to double their POW in feet in radius, as if they were in the fourth dimension (all directions, behind walls, in containers, etc., all at once). They cannot see into magically protected areas or behind round or spherical spaces, and hybrids still need to make a Spot Hidden roll to spot a hiding investigator. This ability also allows them to attempt Dodge rolls no matter the direction of the attack (even behind their back).

Step-through: costing 4 magic points per use, and as long as sharp angles are within 10 feet, the hybrid can step through via hyperspace to another angle within POW in feet of them, effectively teleporting. It takes one round to open the angle, whence mist begins to trickle forth. It takes a second round to step out through the exit angle.

Twist space: for one round per 5 magic points sacrificed, the hybrid can ripple local space-time around it, within a radius of one-fifth POW in feet. Those outside of this area see everything twisting and elongating in chaotic directions. Those inside see themselves being twisted and stretched, are incapacitated for 2D6 rounds, and must make a Sanity roll (1/1D4 loss). To resist being incapacitated by the twisting and stretching effects, those inside must make an Extreme CON or Extreme POW roll. Those outside the radius who are firing ranged weapons into the area of effect suffer a penalty die to their rolls; those attacking from within the radius suffer two penalty dice. A character inside or outside the area of effect can negate the ranged attack penalty with either a successful Cthulhu Mythos, Hard Science (Mathematics or Physics) roll, as well as the sacrifice of 1 Sanity point—the viewer is able to comprehend the angles of the distortion.

Attacks per round: 2 (claw, bite, or tongue lash)

Bite: if winning attack roll is an Extreme success, the hybrid's mouth inhumanly extends, able to swallow the victim whole. The victim is gone. Up to SIZ 150 can be swallowed in this manner.

Tongue lash: the tongue leaves small, painless holes in the victim's flesh, surrounded by traces of blue ichor. Once attacked with a successful attack, the tongue remains attached and sucks 1D10 POW per round (converting each 5 POW into 1 magic point for the hybrid's use) and 2D10 CON per round. Note lost POW is permanent, but up to half of the CON points lost may be restored through blood transfusions, or natural recovery (at rate of 1D6 CON points per day). The tongue remains attached until withdrawn by the hybrid, or the victim breaks away with a STR roll, or the tongue is targeted and cut through (penalty die for attack roll; tongue has STR 65, 8 hit points, and regenerates 3 hit points per round).

Charnel smell: if in full Tindalosian aspect, all within 20 feet must make a CON roll or be incapacitated by vomiting for 1D6 rounds.

Fighting	60% (30/12), damage 1D6+DB
Tongue	70%, damage 1D2 POW drain***
Dodge	75% (37/15)

Armor: 2-point skin. Regenerates 3 hit points per round. Mundane weapons do minimum damage (minimized before applying armor). By expending 4 magic points per round, the hybrid can shift its physical essence further into hyper-dimensional space, becoming completely immune to mundane weapons. In all cases, magical weapons and spells have full effect. If the hybrid's hit points drop to zero, it shatters into numerous crystal fragments, which mostly dissipate. It is up to the Keeper whether the Hybrid is truly dead at this point, or whether some fragments regenerate over a long period of time.

Spells: none.
Skills: Jump 70%, Listen 70%, Spot Hidden 75%, Stealth 80%.
Sanity Loss: none in human form; seeing Tindalosian form costs 1D2/1D12 Sanity points.

of anticipation. The user begins to see and feel all points of space-time at once. This sensation can be bewildering, terrifying, and even mistaken for the onset of madness; requiring a Sanity roll (1/1D4 loss). There is other danger as well: if the user's mind wanders too far back or too far forward in time, he or she begins to perceive the monstrous machinations of the Mythos, and this may require further Sanity rolls at the Keeper's discretion.

If the user goes far, far back in time, angles and curves manifest, and forms begin to twist and shift, filling the viewer with dread (1/1D6 Sanity loss). The user becomes aware of an odor, pungent and indescribable, so nauseating it can barely be endured. They may encounter the hounds of Tindalos at this point—such an encounter is potentially disastrous.

When the user runs out of magic points, they lapse into unconsciousness. A user can be physically shaken by a friend, snapping their mind back to the present.

At the Keeper's discretion: *a successful Cthulhu Mythos, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *Potion of Far Sight, Glean the World Beyond.*

Brew Love Philter (Folk)

- **Cost:** variable magic points; 1D2 Sanity points
- **Casting time:** 2 weeks

Creates a potion to cause one person to fall in love with another. The potion takes two weeks to brew, during which time the caster maintains a vigil over the simmering liquid for at least eight hours each day. The caster decides, at the beginning of the two-week period, how many magic points to infuse into the potion.

A magus who creates a philter for another (whether for commercial or other reasons) must spend an additional 2 magic points to bind it to that person, but this can be done at any time after the brewing is complete.

When a love philter is consumed, the one drinking it makes a POW roll opposed by the number of magic points invested in the philter's creation multiplied by five. If the imbiber is successful, the beverage has no effect; if failed, they are attracted to the person the philter is bound to.

At the Keeper's discretion: *a successful Cthulhu Mythos, Occult, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *Create Passion Potion, Liquor of the Heart's Desire.*

Brew Para-Kete (Brew Liao Drug variant, Modern Era only)

- **Cost:** 15 magic points to brew
- **Casting time:** 1 day

This is a variant of the **Brew Liao Drug** spell (see page 47) synthesized to be a cross between Liao and ketamine, which have numerous chemical structural similarities. Para-kete costs $1,000 per dose to make. Casting this spell requires knowledge of the Brew Liao Drug spell.

Note: *ketamine was first synthesized in 1962 and is not available to wizards before this date. In the Modern Era, ketamine is common in the illicit drug trade.*

The difference between Liao and Paraketamine ("para-kete") is that para-kete always sends the mind drifting back through time. Para-kete is also highly addictive. After the first dose, the user craves more. After one use, the character needs to make a POW roll to resist using it again (if it is available). After the second use, the character must make a Hard POW roll. Once a third dose is taken, the character must make an Extreme POW roll every day to prevent them from actively seeking the drug that day. Regular ketamine can be used to quench the cravings. If the addiction cannot be satisfied, apply a one-step difficulty to all skills rolls for 3D6 weeks. These cravings do not go away for six months. Taking more ketamine will allow the character to function. To be cured of para-kete's chronic mind-rotting properties, the character must check into a rehab program and be out of action for three months. Further use means the character is immediately addicted once more.

At the Keeper's discretion: *a successful Cthulhu Mythos, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *none known.*

Brew Paut

- **Cost:** 5 magic points
- **Casting time:** 1 hour

A cornerstone of Egyptian magic, Paut is an inky liquid suffused with magical essence. Silver, pure water, and a host of rare unguents, herbs, and spices compose the list of ingredients. To brew Paut, the caster must prepare a bowl or receptacle and ritually mix the ingredients for one hour under the light of both the sun and the moon. Lengthy chants are involved, and the caster must spend 5 magic points to finish the spell. Once finished, the

mixture is left covered until the next full moon, when the Paut is congealed and ready to use. Note that the required ingredients are rare and expensive. Once brewed, Paut keeps indefinitely in any kind of sealed container.

Paut is often mixed with ink or imbibed during Egyptian rituals. Its primary benefit is as a magical restorative: anyone drinking Paut regains 1 magic point per ounce of Paut consumed. Though it tastes vile, it is quite invigorating. Paut cannot boost a drinker's magic points past their normal maximum and has no effect on a drinker whose magic points are at maximum.

***At the Keeper's discretion:** a successful Cthulhu Mythos, Occult, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *none known.*

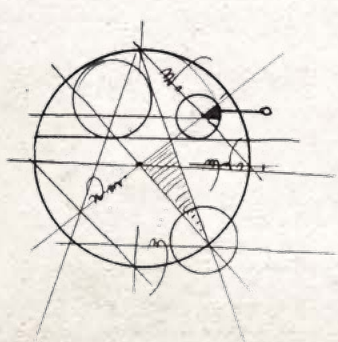
Brew Space-Mead (I)

- **Cost:** 20 magic points (per dose); variable additional magic and Sanity points
- **Casting time:** 7+ days

Creates a magical drink that allows a human to withstand journeys through the vacuum and vicissitudes of space. Brewing the drink and taking the journey represent separate stages for the caster and user (who may different). Different strains of space-mead exist, each providing the same effects but all of them requiring different ingredients.

Brewing space-mead requires five special ingredients (chosen by the Keeper) and requires at least a week of brewing time. Once the mead is foaming and bubbling, the caster must sacrifice 20 magic points per dose into the brew. Magic points may be sacrificed over a number of days; the more points, the more doses. Each dose allows one person to withstand one journey through space of varying distance and time.

Once the space-mead has been enchanted, the traveler must find a means of transportation—usually a mount: among others, the spell **Summon and Bind Byakhee** (page 175 and 42) can provide an interstellar steed.



For all such journeys, the effectiveness of space-mead also requires the expenditure of an equal number of magic points and Sanity points, commensurate to the journey's distance in light years by the traveler taking the drug (see **Space-Mead Effectiveness Table**). The traveler drinks the dose (presumably bringing an extra dose for the return trip), climbs on, commands the mount and the journey begins. It is at this point that the traveler pays the necessary magic and Sanity point cost subject to the distance being traveled. While in space, the traveler exists in a mental and physical stasis, nearly insensible to their surroundings. Upon arrival at the destination, the effects of the brew conclude and normality returns.

Space-Mead Effectiveness Table

Magic Points and Sanity Points (each to be expended by the Traveler)	Distance in Light Years (not to exceed)
1	100
2	1,000
3	10,000
4	100,000
5*	1,000,000

**Add another point of Sanity and magic, add another zero. Theoretically, 10 magic points and 10 Sanity points might be enough to reach any point in the universe, at least as we understand the universe…*

***At the Keeper's discretion:** a successful Cthulhu Mythos, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *Breath of the Void, The Traveller's Portion, The Quicksilver Draft of Blackest Night.*

Brew Space-Mead (II) (Dreamlands variant)

- **Cost:** 20 magic points (per dose)
- **Casting time:** 7+ days

This spell may only be cast in the Dreamlands. This variation of the Brew Space-Mead spell initially appears to be the same as the Waking World version but it is used for an entirely different purpose in the Dreamlands. If this space-mead is allowed to soak into the hull of an ordinary wooden boat it enables the vessel to sail the winds of outer space (once it has fallen off the edge of the world). The treatment must be renewed every few voyages. A great quantity of space-mead is needed for this purpose—the number of doses is dependent on the vessel's size, at the Keeper's discretion.

Note: *space-mead is not essential for space travel in the Dreamlands. The mysterious black galleys, as well as the ivory ships of Sarrub, can sail thusly without such aids.*

At the Keeper's discretion: *a successful Cthulhu Mythos, or Art/Craft (Potions) roll may be needed to ensure that brewing directions are carefully followed.*

Alternative names: *Craft Star Liniment, Unguent of Airy Travel.*

Bring Haboob

- **Cost:** 20 magic points; 1D4 Sanity points
- **Casting time:** 1 hour

The caster calls upon the forces of nature, focusing strong swirling winds. In a desert or among coastal dunes this has the effect of producing a sandstorm. Variations of the spell appear to have been written based upon local geography and beliefs, as in each the caster is required to call upon a different Mythos god, such as Amon-Gorloth, Shudde M'ell, and Ithaqua.

The whirling storm is roughly 20 miles across, with winds averaging 30 miles per hour and gusts of roughly twice that. Apply appropriate penalties or increase difficulty levels in line with the actions of characters caught in the storm.

Deeper magic: *stronger and more violent winds may be called, which may cause terrible devastation for an increase in the spell's costs.*

Alternative names: *Bring Sandstorm, The Djinn's Bloody Tickle, The Hand that Bends the Tree.*

Bring Pestilence (I)

- **Cost:** 10 magic points; 1D10 Sanity points
- **Casting time:** instantaneous

This foul spell causes the recipient to become infested with some dread disease. A piece of decayed human flesh is required for this spell. If the caster wins an opposed POW roll with the target the spell takes effect immediately, with the disease becoming apparent within 1D3 hours. At the Keeper's discretion, the illness can vary but the effects are always the same. The target suffers the loss of 2D10 points of CON as the infection spreads through their body, followed by the loss of 1D10 CON every day thereafter until the target's CON reaches zero and they die. Of course, as CON is reduced, so are hit points. Also, all skills are performed with a penalty die.

The sick investigator may be cured with a successful Hard Medicine roll, while under professional medical care in a hospital or similar facility. A cured investigator will regenerate lost CON on a 5 per day basis until fully restored.

Deeper magic: particularly virulent and nasty diseases may be combined; thus, the target suffers from multiple agonies and maladies. Such lethal combinations may hasten the reduction in CON. Treatment may be more difficult, requiring an Extreme Medicine roll. The consequence of such an illness may leave a lasting effect, such as a permanent CON reduction (by 10 or 20 points), physical disfiguration (reducing APP), or necessitating amputation of a limb if a wasting disease (reducing STR and/or DEX).

Alternative names: *Demon's Breath Plague, Vexation of Attiquas, Oozing Bubbling Agonies of Intoxicating Repugnance.*

Bring Pestilence (II) (Dreamlands variant)

- **Cost:** 10 magic points; 1D10 Sanity points
- **Casting time:** instantaneous

This spell may only be cast in the Dreamlands. It infests a target with dreadful diseases. The target must be touched by the caster, with an opposed POW roll determining the spell's success. A piece of fresh human flesh is required as a material component (the caster touches the target with the flesh).

The first symptoms manifest in 1D10 rounds. While the symptoms of individual illnesses vary, mechanically, victims of the spell always lose 2D10 CON points daily until they are cured or die. In addition, they also suffer a penalty die to all skill rolls while suffering from the disease. There is a 10% chance (per day) that anyone coming into



contact with an infected dreamer will also contract the illness. Counter magic, or a successful Hard Medicine roll cures the diseased dreamer and allows lost CON points to regenerate in 2D6 hours.

Should an infected dreamer wake up before perishing (thus, leaving the Dreamlands), he or she is saved. On the next visit to the Dreamlands no sign of the sickness exists.

Alternative names: *Putrid Pestilence of Nightmare, The Vile Touch.*

Build Carcosa

- **Cost:** 1D10 Sanity points (1D8 for supporters)
- **Casting time:** 75 minutes

May only be successfully cast at night when Aldebaran is visible above the horizon. The casting must be beside a body of water (that totals at least one cubic mile in volume) and nine other persons must be complicit in the casting. The caster reads aloud the spell's text, while simultaneously the others read parts directly from *The King in Yellow*. As the competing readings progress, a mist forms across the water and the buildings and squares of Carcosa shimmer into existence around the group.

The spawn of Hastur appear, although the caster and supporters are safe from attacks as long as they continue their readings (Sanity rolls are appropriate; 1D6/1D20 loss). Those going insane must succeed with a Hard POW roll to continue reading and supporting the spell; those failing may be replaced, if more supporters are available, but unless someone steps straight into their place, the spawn attacks the whole cast indiscriminately. Regardless of the spell's progress, the spawn can attack anyone in the forming city who is not part of the "performance".

Upon completion of the spell, the caster has lost 1D10 Sanity points, the active supporters 1D8. The spawn disappear into the water, which has become dark, almost black, while the city on the shore is fully formed and tangible. Carcosa on Earth is a simulacrum of its true version in the Hyades (perhaps it is even the city transplanted). It remains on Earth for one week, if the caster remains alive within it. The existence of Carcosa on Earth also allows the spell **Free Hastur** (page 119) to be more easily cast. If Hastur is summoned to the city, he may remain on Earth indefinitely (subject to his whim). While they remain in the city, those involved in the casting of Build Carcosa do not age: like the city itself they remain in stasis.

Alternative names: *none known.*

Burden of The Skinless One

- **Cost:** 20 magic points; 1D10+10 Sanity points
- **Casting time:** 20 hours

It is written that Sedefkar used this spell to bring down the horror of The Skinless One on the city of Constantinople. The spell requires ten human sacrifices, all skinned, and a series of unspeakable rituals performed on each in their death agonies, while a litany to Nyarlathotep is spoken. When enacted, it incites all humans within ten miles to commit acts of violence, unknowingly dedicated to The Skinless One. Those affected may attempt to resist the urge for violence with a successful Sanity roll.

Note: see Horror on the Orient Express *for further information about Sedefkar and The Skinless One.*

Alternative names: *none known.*

- C -

CALL DEITY SPELLS

- **Cost:** 1+ magic points per person; 1D10 Sanity points (caster only)
- **Casting time:** 1–100 minutes

Call Deity spells bring the avatar, Outer God, or Great Old One before the caster. Casting this type of spell is perilous indeed, even for cultists. Only cult priests or desperate people should choose to call a Mythos deity. A handful of examples are cited here, however both Call and Dismiss spells are likely to exist for every Great Old One and for every form of Mythos god.

A group can assist by adding power to Call spells, with the caster acting as the focus for the group. Everyone present expends 1 magic point. Those who know the spell can sacrifice any number of magic points (including "burning" hit points). The total of the magic points spent is the percentage chance that the spell works. For each magic point spent, the group must chant for a minute, but never for more than 100 minutes. On a roll of 100 the spell will always fail, with all magic points sacrificed lost.

The caster also loses 1D10 Sanity points in casting the spell. All present must make a Sanity roll if the deity appears. The Keeper should contrive some form of motivation for the summoned being's behavior, attitude, and propensity to meaningfully interact with those who called it forth. Mostly, when a Mythos deity arrives on Earth, it wants to stay and is usually hungry and demanding.

Opposite: Burden of the Skinless One, a Byzantine Mural by Juan Barba

While many Call Deity spells include a dismissal component, providing instruction for returning the deity back from whence it was summoned, there are countless times when a Call Deity spell does not include the necessary dismissal. Incomplete spell transcriptions, lack of knowledge, and evil intent on the part of the transcriber are all possible reasons why the dismissal elements could be missing.

Each deity requires certain conditions to be in place for the Call spell to work. Keepers should use these as inspiration but not be constrained by them for two reasons. The first reason is fiction based; no human fully understands the Cthulhu Mythos so there may be more than one way to call a deity. The second reason is that experienced players will quickly latch onto the familiar elements and the mystery will be blown.

Note: also see **Dismiss Deity Spells** *(page 96).*

A range of Call Deity spells follow; the list is not exhaustive. All spells (unless noted) have the same base cost as described above.

Call Aku-Shin Kage (Avatar of Nyarlathotep)

This Japanese spell brings forth an avatar of Nyarlathotep, Aku-Shin Kage, to a specially prepared suit of *o-yoroi* armor (as worn by the samurai class of feudal Japan).

The suit of armor must be painted with the blood (SIZ 200 total) of sentient beings and the last owner of the armor must have died wearing it. The caster then invokes the spell on a moonless night. If the avatar arrives, a shadow, black as pitch, creeps over the entire area, blinding everyone. The shadow coalesces and inhabits the armor (causing the armor to blacken); blood constantly drips from cracks in the armor. This is now the embodiment of Aku-Shin Kage.

Alternative names: *none known.*

Call Ahtu (Avatar of Nyarlathotep)

Ahtu is an avatar of Nyarlathotep, worshipped mainly by central and eastern Africa cults (who refer to him as the Spiraling Worm). Ahtu appears in the form of a black column of viscous matter, fifty feet in diameter, erupting from below ground. Ahtu can be called only at certain specific locations in Africa.

A special amulet depicting a three-lobed eye wreathed by flames is necessary for the spell, as is a performance of self-mutilation by the caster. It is worth noting that the amulet would normally be comprised of two pieces, kept apart, so as to not accidentally arouse Ahtu.

Note: see Malleus Monstrorum *for further information about Ahtu.*

Alternative names: *Call Spiraling Worm.*

Call Arwassa

Brings forth Arwassa, a little-known Great Old One, on the first night of the new moon. Appearing, the fearsome Arwassa must be fed a total of SIZ 500 living creatures, including at least one human being. Since Arwassa's worshipers always provide sufficient fodder—what would happen if they fail is unknown.

Arwassa appears as a headless giant humanoid, with four enormous tentacles in place of limbs. The neck opens into a giant toothless maw, eight feet across, which continually gapes and contracts, as if screaming.

Note: see Malleus Monstrorum *for further information about Arwassa.*

Alternative names: *Unite the Headless One.*

Call Avatar of The Skinless One (Avatar of Nyarlathotep)

- **Cost:** 12 magic points; 5 POW; 6 Sanity points
- **Casting time:** 680 seconds

Invoking the dread 680th name of Nyarlathotep, the caster causes an artifact or living being to become possessed by an avatar of The Skinless One for 24 hours, or until the caster dismisses the avatar, or if the caster dies. If the object to which the avatar is summoned is inanimate, it takes on certain characteristics of life, including its own will; if animate, it takes on certain characteristics of dead matter, including the invulnerability to pain and shock.

The avatar's characteristics of CON 500, INT 75, and POW 100 never change; movement is always twice the rate of the possessed host. Other characteristics and functions vary with that which is possessed, including Sanity loss to see, which is never more than 1/5th in points of the avatar's apparent SIZ.

Once called, the avatar always adopts and magnifies the tendencies of that which it is possessing; for example, if possessing a building, the building becomes larger inside (impossibly more rooms appear), more secure (light wooden doors might turn into stoutly solid ones), and more horrific (hanging pictures might turn into living entities, or nasty growths, able to attack). Whatever it possesses, it always finds a way to cause or promote death

and destruction—the avatar is inherently "evil"—humanity, at best, is something to be mocked and twisted.

Note: see Horror on the Orient Express *for further information about the Avatar of the The Skinless One.*

Alternative names: *Transfiguration of Living Hell.*

Call Azathoth

Calling this entity is extremely dangerous and foolish; only the truly insane would even contemplate enacting the spell as it has the potential to fry the entire planet. The spell must be cast outside at night.

Despite being mentioned in numerous Mythos texts, the actual spell is very rare and usually divided into separate segments (some hidden or obscured by other text) to ensure it is not so easily or lightly enacted. Often, the spell's components are (purposely) incorrectly given or hidden in highly obscure puzzles.

With such a devastating spell, it is left to the Keeper to determine the exact components, ritual, and other paraphernalia required, as best suited to their game or campaign.

Alternative names: *Petition of Chaos, The Unspeakable Vowel of The Shaggai, Summon the Demi-Urge.*

Call Bugg-Shash

Sorcerers should be wary of this spell as, it is said, no spell exists to dismiss Bugg-Shash. Some tomes claim that bright light can drive away Bugg-Shash, so this spell is often cast in areas of complete or near darkness. A wily entity, the Great Old One is usually reluctant to converse with the summoner and more likely to attack if no magical restraints (including a suitable sacrifice) have been prepared for its arrival. Certainly, it will not return to its home dimension until it has taken at least one victim, which could be the summoner.

Note: see Malleus Monstrorum *for further information about Bugg-Shash.*

Alternative names: *Bring Forth He Who Comes in Darkness.*

Call Cthugha

Cthugha bursts into being through a flame held by the caster (a candle, torch, etc.) or, more likely, a massive bonfire. As the caster intones the spell, he or she moves the flame in series of patterns. The spell can be successfully cast only on clear nights when Fomalhaut (the brightest star in the Piscis Austrinus constellation) clears the horizon. September to November are the best nights for Fomalhaut in the Northern Hemisphere.

Deeper magic: *a variant spell, known as Summon Cthugha, calls for the sacrificial burning of at least one unfortunate person upon a stone altar. This spell suggests to the reader that it enables the caster to command Cthugha (a form of binding is mentioned); however, this is an evil lie as the spell is powerless to bind the Great Old One. Its intent is to summon Cthugha to wreak havoc and pain upon the land.*

Alternative names: *Evocation of the Fiery Burning Doom, The Fomalhaut Convention.*

Call Cyaegha

Rouses Cyaegha from its long slumber. Cyaegha requires a sacrifice: the deity manifests inside a sacrificial victim, who transforms into Cyaegha itself. If no sacrifice is present, the deity manifests inside the caster. Whoever the sacrifice, they are utterly destroyed by Cyaegha, who may lash out at everyone present if not properly appeased.

This spell will not function if Cyaegha remains imprisoned. Cyaegha is said to appear if called atop the hill of Dunkelhugel, near the village of Freihausgarten, in central Germany, and then only for a single night. Some accounts provide conflicting information, stating that summons may take place at other locations that have housed veneration of the entity. If cast in places unconnected to Cyaegha, the spell is liable to fail.

It is written that should the network of Vaeyen statuettes on Dunkelhugel be broken, the imprisonment spell ceases to function and Cyaegha may manifest as it wishes. None of these conditions, or the location of Cyaegha's prison, are described in the body of the ritual.

Note: see Malleus Monstrorum *for further information about Cyaegha.*

Alternative names: *Release the Waiting Dark*

Call Daoloth

Summons the Outer God Daoloth to appear within a special pentacle, known as the Pentacle of Planes. The caster requires an icon of Daoloth, the skull of a nightgaunt, two black candles, a metal rod, and rods or tubes with which to create the Pentacle of Planes. The Pentacle is said to keep Daoloth's form from expanding and engulfing the caster.

To evade the powerful Sanity loss penalty for viewing Daoloth's alien form, the spell may be cast in complete darkness. Any number of people may contribute 1 magic

point each, and those who know the spell may contribute some or all of their magic points. The caster loses 1D10 Sanity whether the spell is successfully cast or not. Others present lose 1D10 Sanity points only if the spell succeeds.

If Daoloth is called without one or more of the above-mentioned items, the caster risks becoming host to the Outer God after reciting the spell. The caster's body is pulled into Daoloth's dimension and appears to warp and change: it flattens and becomes one-dimensional, folding in on itself. Soon the caster's body has folded into a strange geometric form which then begins to expand and open, releasing Daoloth into this dimension. The caster is wracked with great pain as their body is drawn into the alien plane and inhabited by the Outer God. Watching someone become possessed by Daoloth provokes a Sanity roll (1/1D10 loss). In returning to its own dimension, Daoloth destroys the host body.

Note: see Malleus Monstrorum *for further information about Daoloth.*

Alternative names: *Configuration of the Render of the Veils.*

Call El Negro (Avatar of Nyarlathotep)

Calls El Negro, an avatar of Nyarlathotep, to a coven of his devout followers. The spell must be cast at night but any location is permissible. The avatar arrives ready to bargain.

El Negro appears as an 18th century rancher, with a pitch-black face and uncannily handsome good looks (no Sanity cost), usually astride a great ebony stallion. His worshippers believe El Negro always provides aid and guidance if asked—but the cost is always high. If El Negro reveals another of Nyarlathotep's masks, a Sanity roll is likely.

Note: see Secrets of Los Angeles *for further information about El Negro.*

Alternative names: *none known.*

Call Ghatanothoa

Calls Ghatanothoa, the Lord of the Volcano, to the caster. The spell alleges it will only work if performed on the continent of Mu (which some claim is located between New Zealand and Chile), and only while Mu is above the waves. Unless summoned in absolute darkness, the summoner risks life and limb, as gazing upon the Great Old One's form turns one's body into a petrified living mummy, where the body becomes like hardened leather and the brain and organs are somehow preserved indefinitely—yet the consciousness lives on in sanity draining agony.

Alternative names: *Revocation of T'yog's Confinement, Raise Up the Medusa.*

Call Gla'aki

May only be cast at night and by the edge of a lake or large body of water. When cast anywhere other than on the shores of Brichester Lake, England, a shard of the crystal prison holding the Great Old One on earth must be seated in the vicinity—otherwise the spell immediately fails with all magic points and sanity points wasted.

If successful, Gla'aki will rise from the water and emerge at the shore. If not appeased, the angered entity will likely attack all those present, attempting to transform them into more of its undying servants.

Alternative names: *Beseech the Master Beneath the Water, Raise Ga-Luki.*

Call Gol-Goroth

Requires a consecrated stone monolith, which must be least 1,000 years old. Most of the megalithic sites in Europe readily qualify, as does the infamous Black Stone of Hungary. The ritual calls for bonfires and hours of frenzied dancing. At least one human sacrifice's blood must anoint the stone. If successful, the monstrous toad-like entity manifests on top of the stone monolith.

Note: see Malleus Monstrorum *for further information about Gol-Goroth.*

Alternative names: *Call Out Master of the Stone.*

Call Hastur

Calls the deity to nine large blocks of stone arranged in a V-pattern (always a sign of cult activity!) Each of the stone blocks requires a volume of nine or more cubic yards.

The spell can be cast only on clear nights when Aldebaran (in the constellation of Taurus) is above the horizon (roughly October to March). Each byakhee present during the performance of Call Hastur provides +10 percentiles to the chance for success.

If 5 points of POW have been sacrificed into each of the stone blocks, so that all are enchanted, the stone V provides +30 percentiles to the chance to cast Summon/Bind Byakhee.

Alternative names: *The Darke Ritual of the One Who Walks in Shadow, The Yellow Petition.*

Opposite: The King in Yellow, Avatar of Hastur by Goomi



Call Horned Man (Avatar of Nyarlathotep)

Brings forth the Horned Man, an avatar of Nyarlathotep. Usually summoned by covens of witches or those eager to learn the secrets of magic, the Horned Man is believed to bestow gifts of knowledge. If the Horned Man appears, he will choose one of the summoners to engage in a private "dance". The dance means different things to different people. For example, the dance may be a literal dance, the enactment of a blasphemous rite, a passionate embrace, or another action at the whim of the Horned Man.

Being chosen to dance with the Horner Man grants +5 POW permanently. What other benefits or costs of communion with the Horned Man are at the Keeper's discretion.

Note: see Malleus Monstrorum *for further information about the Horned Man.*

Alternative names: *Call Upon Good Puck, The Dance of Wisdom and Strife, Ye Revelations of Old Nick.*

Call Iod

This rare and largely forgotten spell brings the Great Old One Iod to a hilltop. A special warding circle containing a pentagram must be created before the spell is cast—failure to do so means certain death for the caster. Anyone not within the protective circle when Iod is summoned is immediately attacked, as is anyone leaving the circle while the Great Old One is present.

With success, a dark shadow forms in the air, which then dissipates as a blinding light through which Iod arrives.

Note: see Malleus Monstrorum *for further information about Iod.*

Alternative names: *Summon the Hunter.*

Call Ithaqua

Focuses the attention of Ithaqua; however, the presence of the Great Old One may be noticed only as a whirlwind or strong icy wind. The spell must be cast on an enormous mound of snow (minimum 10 feet high). Legend states that the spell may only be performed in the far north of the world, when temperatures are below freezing. Some wizards conjecture that Ithaqua might be invoked from any high, snowy mountain, even those in the South Pole.

Alternative names: *The Seven Oaths of the North Wind, Invoke the Ice God.*

Call Nyogtha

Invokes the favor of Nyogtha, who appears to grant a boon to the caster—if Nyogtha deems the caster worthy. The caster must perform the spell ritual at the entrance to any cavern (certain tomes hint that all great caverns link to the one wherein Nyogtha dwells).

Alternative names: *Petition Thy Dark Master Through the Rigorous Chanting and Wailing, Call Favor From HE Who Dwells Below.*

Call Keeper of the Moonlens

The Keeper of the Moon-Lens can only be called on certain nights of the year, when the moon shines through the Moon-Lens and onto the side of a hill in the town of Goatswood, England. Although no other restrictions apply, one or more sacrificial victims should await the Keeper of the Moon-Lens when it lumbers out of its subterranean lair. Sacrifices are swallowed whole, to be later reborn as the mutant Blessed of Shub-Niggurath.

Note: see Malleus Monstrorum *for further information about the Keeper of the Moonlens.*

Alternative names: *The Rhyme of the Lens, Summons of the Master.*

Call La Llorona

This spell calls La Llorona, an avatar of Shub-Niggurath, to worshippers of the goddess. The spell must be cast at night, while the moon is waning, and near a fresh-water stream or lake. No altar or blood sacrifice is required to complete the spell, although a wailing child grants a +10% to the attempt to call La Llorona. Once La Llorona appears, the caster must designate a sacrifice by stating a name or pointing out the chosen target for the avatar to take. Should this be left undone, the caster will face her wrath.

Note: see Secrets of Los Angeles *for further information about La Llorona.*

Alternative names: *Petition of She Who Weeps, The Wailing Summons of the Drowner.*

Call M'nagalah

This spell is very rare, believed only to exist in alien "texts," as M'nagalah has no known human devotees or cult. The spell may only be cast at night. A sacrificial victim must await M'nagalah when it arrives, and the caster should conceal themselves from the deity's view, or risk being eaten.

Note: see Malleus Monstrorum *for further information about M'nagalah.*

Alternative names: *none known.*

Call Mappo No Ryûjin

Calls the Great Dragon of Mappo, the Mappo no Ryûjin, which becomes fully corporeal in order to bring about the end of the world. In addition to the standard magic point cost, 1D20 Sanity points are lost by the caster.

May only be cast by an individual holding all three of the Japanese Imperial Regalia: the Sword of the Billowing Clouds, the Necklace of Jade, and the Mirror of the Eight Handed Flower—these three artifacts being of ancient Muvian origin. Six stone pillars arranged in a keyhole shape must be constructed, with the top of each carved into a basin to hold one of the seven Chinese elements. One of six black jade gyoku (stones) also is placed in each basin. To complete the spell, the caster sacrifices SIZ 500 points of human blood from descendants of the Japanese imperial line. The Great Old One will awaken from its lair in the ruins of Mu and journey to the caster, while destroying everything in its path, to herald a new golden age for R'lyeh.

Note: see Secrets of Japan *for further information about Mappo No Ryûjin.*

Alternative names: *Invoke Herald of the End, Abolish the Elder Seal and Unleash Leviathan Bringer of Destruction.*

Call Ossadogowah

May only be cast when the demon star Algol is above the horizon and visible. If cast upon a stone tower (such as the tower required for the Contact Yog-Sothoth spell, page 77), the spell's chance for success increases by +25 percentiles. Similarly, casting the spell near a marsh or fresh water causes frogs to join in the chant, increasing the spell's chance for success by +10 percentiles.

The spell calls upon Ossadogowah, also known as Zvilpoggua, and referred to as the "son of Tsathoggua."

Note: see Malleus Monstrorum *for further information about Ossadogowah.*

Alternative names: *Produce Son of Tsathoggua.*

Call Rlim Shaikorth

Rlim Shaikorth, the White Worm, may only be called at the North or South Poles. The spell text (usually) warns caster to beware, as the Great Old One is known for consuming those who attempt to petition its attention.

Note: see Malleus Monstrorum *for further information about Rlim Shaikorth.*

Alternative names: *Chant of Lonely Yikilth, Arise Visitation of the Ice God.*

Call Saaitii

Saaitii, a little-known Great Old One, is believed to be summoned when this spell is performed in darkness, and where a suitable sacrifice is prepared. It is said, in the *Sigsand Manuscript*, that Saaitii corrupts and devours the souls of its sacrifices, possessing them and first driving them mad. The Manuscript does not appear to provide the actual spell, but rather a description of its use, as the existence of this foul creature's human worshippers has never been recorded.

Note: see Malleus Monstrorum for further information about Saaitii.

Alternative names: *none known.*

Call Shub-Niggurath

Calls the Outer God to a consecrated stone altar, which must be positioned in dank wilderness under the open sky. The spell must be performed at the altar on the dark of the moon. Each recital of the spell requires fresh blood to consecrate the altar; bathed in blood amounting to SIZ 200 or more grants +20 percentiles to spell's success. In addition, each dark young in attendance provides a further +10 percentiles.

Alternative names: *The Sacred Rites of Union, Bring Forth The Carnal Desire of the Wood Nymph.*

Call (The) Skinless One

- **Cost:** up to 100 sacrifices
- **Casting time:** 1 day

Believed known only to the Brothers of the Skin, calling The Skinless One is an exceptional, major exercise. Each human sacrifice grants a +1 percentile to the chance of success. Exactly 100 magic points must also be expended. If the casting roll fails, The Skinless One may yet materialize to collect the sacrifices, and takes that number again from among the worshipers present.

Note: see Horror on the Orient Express *for further information about The Skinless One.*

Alternative names: *none known.*

Call The Beast (Avatar of Nyarlathotep)

Summons a gigantic monster, an avatar of Nyarlathotep known as The Beast (but also by many other names), and may only be successfully cast in the vicinity of the Great Sphinx on the plateau of Giza, Egypt. The spell is believed to be known only to the Brotherhood of the Beast.

If successfully cast, the ground about the Sphinx quakes slightly, signifying that the Beast's essence has entered the stone. The body flexes and the limbs begin to move with the sound of grinding stone. The face cracks and falls away, revealing a black, oval void in which can be seen whirling suns and galaxies. This entity is near mindless (in human terms) and immediately begins to destroy all those nearby, trampling men and buildings beneath its giant paws.

Note: see Malleus Monstrorum *for further information about The Beast.*

Alternative names: *Entreat Abu Hol, Grand Rite of the Father of Terror.*

Call Yibb-Tstll

Traditionally cast by thirteen people and may only be cast at midnight on the first day of the year (but this may vary between calendars). The spell text recommends that seven of the summoners know the dismal spell, and that the **Barrier Of Naach-Tith** (page 83) is in place.

Alternative names: *Summon Forth the Sleeper of Kled, Beckon the Mother of Night.*

Call Yig

This dangerous and obscure spell summons Yig, the Father of Serpents. The spell may only be cast in an area well suited to snakes, such as a desolate swamp, jungle, or desert. A number of snakes (or serpent folk) must be present at the site, with a total combined POW of at least 500. The spell, as described, makes no mention of human sacrifice. Casting this spell costs 1D10 SAN and 8 magic points.

Alternative names: *Petition the Father of Serpents, Supplication of Venom.*

Call Yog-Sothoth

Calls the Outer God to a specially constructed stone tower. The tower must stand in an open area and the sky must be cloudless. The tower itself must be at least ten yards high. Each time the spell is cast, a human sacrifice is designated for the god's taking—this need be no more than an invitation; gesturing toward a nearby village, for instance, from which Yog-Sothoth then selects a victim.

The stone tower may be enchanted, lowering the magic points needed for a successful cast of the spell: each point of POW infused in the tower (permanently) grants +1 percentile to the chance of a successful casting.

Alternative names: *The Forbidden Song of the Key, The Yah-Zek Channelling.*

Call Zu-Che-Quon

- **Cost:** 15 magic points; 1D10 Sanity points
- **Casting time:** 5 rounds

Requires three enchanted bells (see **Enchant Bells of Horror**, page 107) to ring in order to perform the summoning ritual. Unlike other Call Deity spells, the spell is always successful, the bells only need to be continually rung—knowledge of Zu-Che-Quon is not required as the ringing invokes the spell—the spell's cost is automatically taken from the person ringing the bells. Should the bells stop ringing, Zu-Che-Quon descends back to the darkness from whence it came.

Note: see Malleus Monstrorum *for further information about Zu-Che-Quon.*

Alternative names: *Rise up the Silent Darkness.*

Call Forth The Worm

- **Cost:** 10 magic points; 15 POW; 1D3 Sanity points
- **Casting time:** 10 hours

This necromantic spell is known to chosen members of the Cult of Tulzscha and is used to resurrect the spirit of a dead person, usually one of the most devoted worshippers of the Green Flame.

The target of the spell must be deceased and must have been interred in the ground for at least two weeks. The caster begins a ceremonial chant to awaken the soul of the deceased within the bodies of charnel worms that have been devouring the corpse. The ceremony lasts ten hours, during which the caster sacrifices 10 magic points and 15 POW. At the end of this time, the target of the spell makes a POW roll (using the target's POW at the time of death): if successful, the deceased is reborn 10D10 hours later as a writhing mass of grave worms. The awakened crawling one retains the INT, POW, memories, skills, spells, and so forth, it had at the time of death. All other statistics are that of a crawling one (if applicable, Sanity is reduced to zero). If the POW roll fails, the spell is unsuccessful, and the target cannot be resurrected by this spell.

Note: not all Crawling Ones are created using this spell. In some instances, the sheer will of the deceased individual is sufficient to infest the crawling grave worms with their essence.

Alternative names: *Awaken/Create Crawling One, Transfiguration of Tulzscha, Grant Form of One Thousand Slippery Crawlers.*

Call Lightning

- **Cost:** 10 magic points; 1D2 Sanity points
- **Casting time:** 5 minutes

This spell causes a bolt of lightning to strike where the spellcaster directs (target must be within eyesight). The bolt causes 6D6 points of damage. There must be storm clouds in the area for the spell to be effective.

Deeper magic: the caster is able to bend the elements to their will with immediate effect (spell is cast instantaneously).

Alternative names: *Mastery of Elementals, Call Fire and Brimstone.*

Call The Black

- **Cost:** 20 magic points; 10 POW; 2D6 Sanity points
- **Casting time:** 3 hours

The sorcerer summons the living blood of Yibb-Tstll, known as "The Black," against a single target. The blood appears as soft dark flakes that adhere to the body of the target, accumulating in great mass, causing suffocation and death.

The first round that the target is covered in The Black, he or she must make a CON roll; with success, the target loses 1D2 hit points, whereas a failure means a loss of 1D4 hit points. On the second round a Hard CON roll is required (1D4/1D6 hit point loss). On the third and subsequent rounds the target must succeed in an Extreme CON roll (1D6/1D8 hit point loss per round). This continues until the target falls to zero hit points (death) or The Black is dispelled.

Other than the death of the sorcerer or persuading the sorcerer to lift the spell, only large quantities of running water are said to dispel The Black.

Alternative names: *Black Blood, Curse of Black Blood, Sanguineous Atrabilious.*

Call Zombie

- **Cost:** 2 magic points; 1D3 Sanity points
- **Casting time:** 4 rounds

Calls all zombies within a mile of the caster to gather at the caster's location. After sunset, the caster inscribes a circle on the ground, stands in its center and chants. The circle protects the caster (and any others admitted before the chant is begun) from the undead as long as they remain within. The circle may hold no more than four people.

Like moths to a candle, the zombies are drawn to the circle but must stop at its edge, staring hungrily at those inside. The zombies are held at the circle's edge until dawn, unable to withdraw, even if attacked.

Alternative names: *Summon the Dead, Petition of the Graveless Ones.*

Candle Communication

- **Cost:** 5+ magic points; 1 Sanity point
- **Casting time:** instantaneous

Allows two sentient beings to communicate magically by voice at a distance without other apparatus. This requires two casters. At an arranged time, each participant lights a candle and speaks the words of the spell over and over until the other's voice can be heard. This spell works clearly at up to ten miles; for each additional hundred miles or fraction thereof an additional magic point must be spent by each of the casters. Maximum range is one thousand miles. Blowing-out the candle flame breaks communication.

Deeper magic: up to four wizards may hold a simultaneous conversation, including being able to send images to one another. Such images appear in the candle's flames.

Alternative names: *Flame Tongue, The Breath of Flame, The Sorcerer's Letter.*

Cascades of Florin (Dreamlands)

- **Cost:** variable POW; 1D4 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. The spell costs a variable amount of POW chosen by the magician when the spell is cast. Casting produces rolling torrents of golden liquid, which sweep into the opposition. The cascade covers a triangular area, two yards wide at the caster and 10 yards wide at the end of the sweep, which

can be from 10 to 100 yards distant, at the option of the caster. For every 5 points of POW expended, every living being drenched loses 1D6 magic points.

Alternative names: *Bright Waters, The Churning Draining*

Cast Circle

- **Cost:** 3+ magic points; 1D3 Sanity points
- **Casting time:** 5 minutes

Creates a magical barrier through which specific unnatural creatures (byakhee, deep ones, lycanthropes, nightgaunts, vampires, wraiths, and zombies) may not pass. Other Mythos races (those which can be summoned and bound) have a 50% chance (by individual) of being stopped. Humans, natural creatures, and greater Mythos entities are unaffected. Likewise, spells, physical and magical weapons are unaffected.

The caster spends 3 magic points to establish the barrier, plus an additional magic point for each person to be encircled, while inscribing a circle on the floor; this circle glows brightly once the barrier is established. Though the barrier is inscribed as circular, nothing against which the spell is effective can reach those protected from any direction. Once cast, the magical barrier lasts for an hour, then must be recast to continue in effect.

Alternative names: *Partition of H'Tan, The Elder Cordon.*

Cast Out Shan

- **Cost:** 10 magic points; 1+ Sanity point
- **Casting time:** 1 hour

Expels a shan (insect from Shaggai) from a living host standing within a five-foot-wide pentagram described with the herb vervain. The spell's target loses 1 Sanity point (if cast upon themselves, the caster loses 2 Sanity points). After the ceremony, the pentagram is proof against a new shan intrusion for the next twelve hours.

Alternative names: *Rite of Extraction, Cleansing of the Most Foul Shaggai, Ward of the Five Points.*

Cast Out The Devil

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 1 day

Frees the target of possession by alien entities. This elaborate and draining spell takes a full day to cast, requiring many components of tribal magic. For the spell to take effect, the caster must succeed in an opposed POW roll with the possessing entity. Up to two willing assistants, who also know the spell, may spend 10 magic points to support the caster, adding a bonus die to the roll. This spell is seldom attempted without such help.

Divergent forms of this spell exist in different cultures, such as African, Celtic, or Arabic societies. The material components required reflect the culture of the caster.

The spell may be used against many foes—to help a person possessed by Y'golonac or by a mind from the Great Race of Yith, as well as expel the brood of Eihort. If the creature that emerges from the victim is visible, all those present for the exorcism must make the appropriate Sanity roll.

Alternative names: *The Rite of Exorcism, Compel the Demon, Soul Murder.*

Casting the Runes

- **Cost:** 2 POW; 1D8 Sanity points
- **Casting time:** 2 hours

This ancient spell is used to bring doom upon an enemy. It is usually cast when the sorcerer wants the death to appear natural but be as torturous as possible.

The caster inscribes a parchment with ancient runic symbols. The parchment must be handed by the caster to the target in some manner, perhaps through trickery and deception. Using an intermediary will not work.

The enchanted parchment will try to destroy itself. When first discovered, and anytime it is handled, it will try to fly into a fire or out a window, unless the target or a nearby friend can make a successful DEX roll.

A few hours after the "gifting" occurs, the target will be alerted (via a demonic voice or vision in their mind) that they have two weeks before the End. After that, the target begins to feel watched. They will be ucomfortable if left alone, as they experience a growing sense that things are not right. Sleep becomes restless. Subtle things start occurring: doors open by themselves, elevators get stuck between floors, the lights go on and off, and so on. Gusts of warm air play around the target's body. The anxiety grows into a brooding black depression. The events of the first week cause the target to lose 1 Sanity point per night.

In the second week, the curse grows more powerful; for example, while getting into bed under the covers, the target's hand may touch an inhuman fang-filled mouth; the target may glimpse a hideous demon reflected in glass, hear devilish music no one else can, etc. No one else will ever witness these events. The target will develop a worn, anxious appearance. Sanity rolls are made every night of the second week (1D2/1D4 loss).

In the last two days before the appointed time, the target is relieved of the feeling of being watched but feels that a doom still hovers over their head. During these last days, others seeing the target will often think they see another person standing nearby (like a dark shadow) although there is no one there.

At midnight on the last day, a "demon" (extra-dimensional entity) will appear to destroy the target. If anyone else is around at that time, they will see a hazy form coming at the target. If they try to intervene, they too become targets for the demon. The demon will try to chase the target, or frighten them enough to cause a fatal accident of some kind. Otherwise they attack to kill psychically.

The demon is a horrible hopping creature in white, with bat-like wings, horned head, snouted face, and glowing green eyes. It has INT 75, POW 150, and 30 magic points. Each time it attacks, it makes an opposed POW roll against its target, and if it succeeds, it drains 5D10 POW. If it loses the POW roll, the demon loses 1D6 magic points (on reaching zero it dissipates, but will return in 3D6 hours). The demon can be harmed by spells and enchanted weapons (any such damage is inflicted to POW instead of hit points). An **Elder Sign** (page 105) or **Prinn's Crux Ansata** (page 153) can block it, but it will come back over and over until it is dealt with or the target is dead. Those who die appear as if they were frightened to death; a coroner will say the cause of death was a massive heart attack.

The only way to escape the demon is to pass the runic parchment back to the caster (intermediaries will not work). Since the caster will likely be on guard, it usually takes a clever plan to save the spell's victim. If the parchment is destroyed, the curse remains and the target is doomed to be visited. To pass the parchment to someone else who is not the caster will not remove the curse on the original target and calls for a Sanity roll (1/1D4 loss) for trying to hex another. Killing the caster will not stop the curse from occurring. If the runes are successfully passed back, the caster becomes the target of the demon at the appointed hour.

One theory speculates that if the target of the spell can learn the spell, they can attempt to reverse its effects and thereby dispel the demon. Whether such an approach would work is undetermined.

Alternative names: *The Fiendish Ploy, Death Gift.*

Cause/Cure Blindness

- **Cost:** 8 magic points; (plus 2D6 Sanity points for Cause Blindness)
- **Casting time:** 1 day

The target suffers complete and permanent blindness, as if by a stroke. The same spell can reverse blindness if the eyes and optic nerves are essentially intact. A day of ritual is required. For the spell to take effect the caster must succeed in an opposed POW roll with the target (automatic success if the target is consenting).

Alternative names: *Blindness, Grant Sight, Shade of Darkness, The Pharaoh's Curse.*

Cause Disease

- **Cost:** 8+ magic points; 1D4 Sanity points
- **Casting time:** 5 rounds

Afflicts the target with a feverish illness resembling cholera, malaria, pneumonia, etc. For the spell to take effect an opposed POW roll must be made between the caster and target. If the target wins, there is no effect.

If the caster wins, symptoms such as high fever, nausea, vomiting, dehydration, and loss of concentration follow. The target loses 1D6 points of STR, CON, and DEX (roll separately for each) per day for a number of days equal to the number of magic points the caster has invested in the spell. If the target survives, he or she regains these points naturally over time. If any of the characteristics reach zero, the target dies.

To cast the spell, the attacker obtains some personal item of the target, especially something that has touched the mouth. The object is buried in a deep hole with shreds of poisonous plants. The hole is filled and a specially carved stone placed on top. A short chant follows and the spell is cast.

Bed rest is the only treatment that seems to maintain clarity of mind. Only curative magic truly helps. Retrieving the buried object and burning it and the poisonous plants breaks the spell, otherwise the spell runs its course.

Alternative names: *Zura's Gift, Ye Blighte of Woeful Humors, The Purple and Black Pox.*

Channeling God

- **Cost:** 10 magic points; 5 POW; 1D6 Sanity points
- **Casting time:** 3D6 hours

The caster creates a ritual space and then begins to work upon creating a vessel for the power they are calling upon. The vessel can take any form: a painting, a piece of writing, a musical composition, a sculpture, etc. 3D6

hours of chanting are conducted while working upon the creation of the vessel, at the climax of which, the caster makes a relevant Arts/Craft roll, aiming to achieve an Extreme success. Any other degree of success or failure means the vessel is not of a quality good enough for the rite. Attempts to repeat the ritual require the creation a new piece of art and repaying the spell's cost.

If successful, the vessel is entered by a Muse from Beyond and consequently transforms into a Manifestation of Inspiration.

Note: see Nameless Horrors *for further information about the Muse from Beyond and Manifestations of Inspiration.*

Alternative names: none known.

Chant of Thoth

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 30 minutes

Increases the caster's mental faculties, boosting his or her chance of solving a particular intellectual problem. The spell grants the caster a single bonus die for a roll to gain knowledge, learn a spell, translate a passage, deduce the meaning of a symbol, etc.

Alternative names: *The Rite of Cerebral Acuity, The Song of Erudite Addition, The Scholars' Chorus.*

Chant of Warding

- **Cost:** 12 magic points (per day)
- **Casting time:** 3 minutes, 3 times a day

There are numerous versions of the chant, the most well-known is used by certain American Indian tribes of the southwest. Properly performed, the chant protects the caster and his or her domicile from both Yig and the children of Yig.

The chant must be repeated thrice daily. Once at sunrise or upon awakening, once at midday, and again at sunset or before retiring. The chant must be recited for approximately three minutes and 4 magic points expended each time. The individual will be protected from direct harm caused by Yig or his sacred serpents. This spell affords no protection from normal snakes, serpent folk, or from large natural disaster effects (such as those caused by Yig's will).

Alternative names: *Song of Yig, Cantu Protegentibus, Song of Zenqaba.*

Charm Animal (Folk)

- **Cost:** variable magic points
- **Casting time:** 1 round

Causes a target animal to treat the caster as a friend. The spell costs 1 magic point for every SIZ 5 points of the animal, and lasts for 24 hours. After this time, the animal remembers nothing of its previous friendliness. The spell does not allow supernatural communication between the caster and the animal but, instead affects the animal's behavior. The animal cannot be used to run errands or engage in combat, as these acts require complicated direction that the caster cannot impart. However, friendly animals will share their warmth during sleep, and those that are normally predators will share hunted game.

Alternative names: *Goodwill of the Forest, The Traveler's Touch.*

Chasm to Hell

- **Cost:** 15 POW; 2D6 Sanity points
- Casting time: 1 round

The caster shouts aloud a curse (divergent forms of the spell call for differing curses; in Japan, for example, the caster damns the target to one of the Hells of Jigoku). In response, an earthquake rocks the area and a fissure opens in the earth below the target, sucking the named target down to their death.

It is written that those who look down the chasm will see sights not meant to be seen (Sanity roll, 1/1D6 loss), believing the viewer is looking upon hell itself.

Depending on the circumstances, the Keeper may allow the target to make a DEX or Jump roll to avoid falling into the fissure but, note that, after 1D4 minutes, 1D4 creatures from beyond will ascend and attempt to grab the target in order to drag them down. The nature of the creatures appearing largely depends upon the culture of the caster and the target: they see "demons" appropriate to their cultural reference. In reality, such entities are Mythos in nature, allowing the Keeper to use whatever suitable Mythos monster they see fit.

Alternative names: *The Devil's Summons, Send Thy Neighbour to the Flames Below.*

Chime of Tezchaptl

- **Cost:** 10 magic points; 10 POW; 1D6 Sanity points
- **Casting time:** 6 hours

The caster enchants a small bell or chime made of a pure metal, such as silver, gold, or iron. For each 100 feet above sea level, the effectiveness of the created chime increases by one percentile: made at 5,500 feet, a chime works 55% of the time it is rung. Additionally, the caster must enact the **Unspeakable Promise** (page 182), imperiling his or her Sanity and life.

The resulting chime defends against many spells that require song or musical instruments in their casting, for example: Free Hastur, Song of Hastur, Dampen Light, and Soul Singing.

Rung softly, the chime absorbs a spell if a 1D100 roll is made equal to or is less than the chime's percentile rating. As the chime absorbs magic, its metal takes on a peculiar sheen and the chime's tone alters in timbre. Once it has absorbed a spell, the chime retains the spell's essence for 2D6 minutes. During that interval, the holder may ring the chime loudly, allowing the held spell's energy to be released violently back at its original caster, causing 1D6 hit points damage for each 2 magic points cost of the spell absorbed. Using the chime in this fashion does not incur additional costs or rolls. Witnessing the reflection of spell energy may call for Sanity rolls.

Alternative names: *The Minstrel's Backlash, Harmonic Concordance, The Jester's Bell.*

Circle of Nausea

- **Cost:** 4 magic points; 2 Sanity points
- **Casting time:** 5 minutes

Creates a powerful protective circle around the caster that causes nausea and pain in any human approaching it. The caster must draw a chalk circle on the ground and then fortify the circle with four enchanted opal stones—one at each of the four cardinal points of the compass. Enchanting the stones requires the previous sacrifice of 2 magic points into each (8 points total), which may be performed in advance of casting the spell. A further 4 magic points are sacrificed when the spell in enacted.

Breaching the circle requires an opposed POW roll between the caster and the character wishing entry. Anyone who touches the circle and who fails the POW struggle vomits for the next five minutes or until he or she retreats at least 100 yards away. If anyone successfully breaches the circle, the spell collapses.

Alternative names: *Ward of Pulsating Efflugence, The Foetid Barrier.*

CIRCLE SPELL VARIATIONS

Circles of protection may take many forms, each causing undue effects on those attempting to breach the perimeter. The basic process requires the description of a circle, with variations in the materials used (e.g. stones, chalk, sage smudge-sticks, vervain, etc.). In most cases, the person or entity trying to break through the protection suffers some form of pain or discomfort, repelling them from entering the circle. More extreme forms of circle spells may require greater costs (increased magic points, sacrifice of POW) if the target is to suffer the loss of hit points.

Circle of Warding

- **Cost:** variable magic points
- **Casting time:** 1+ hours

Casting this spell takes an hour per magic point expended. The caster draws a geometric diagram on the ground. When a summoned being attempts to cross the barrier, it must make an opposed POW roll against the total magic points invested in the circle (multiplied by five) or be unable to physically cross or disrupt it. The spell ends when a non-summoned creature passes in or out of the circle, or at the next sunrise or sunset.

Alternative names: *The Elder Geometry.*



Cleansing Flame of Vorvadoss

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 3 rounds

This potent spell drives back extra-dimensional entities to their own dimension. Known to the ancient priests of Mu, knowledge of this spell is now thought to be lost.

The caster (and others who know the spell) can expend as many magic points as desired. Other participants, who do not know the spell, may contribute 1 magic point each, provided they are in physical contact with the caster. The total number of magic points donated to the spell is multiplied by five and rolled against the POW of the opposing creature. Success forces the entity back to their own dimension in a blinding flash of prismatic light, although it does not prevent it from being summoned forth at a later date.

It is said the Elder God, Vorvadoss, may teach the spell to a favored acolyte (costing the recipient the sacrifice of 5 POW); subsequently learning this spell from such a person requires no sacrifice of POW, but costs 4 Sanity points and requires 12 hours of time, followed by a Hard INT roll to successfully learn the spell.

Note: *see* Malleus Monstrorum *for further information about Vorvadoss.*

Alternative names: *none known.*

Cleansing Ritual

- Cost: 14 magic points; 5 POW; 1D4 Sanity points
- Casting time: 24 hours

A lengthy ritual designed to restore and bring comfort. From sunrise to sunrise, the caster chants over the target, while helpers pour freshly gathered water over the target at timed intervals. Between the bouts of water, the caster draws sigils of wellbeing on the target's skin, repeating this throughout the ritual.

After 24 hours, the target loses 5 POW and is restored to their natural state. Maledictions, such as curses and blights, are removed, while foreign objects, such as organs or appendages affixed by magic, fall off or can be cut away. The process is exhausting for the target, who normally spends the following 24 hours sleeping.

Note: *not to be confused with the Ritual Of Cleansing (see Chaosium's* Horror on the Orient Express*) which, while similar, is specifically attuned to the effects of the Sedefkar Simulacrum.*

Alternative names: *Restoration of the Flesh.*

Opposite: Cleansing Flame of Vorvadoss by Goomi

Cloak of Fire

- **Cost:** 12 magic points; 1D6 Sanity points
- **Casting time:** 1 round

At great pain to the caster, this spell increases the caster's movement and augments his or her combat defense. Only the caster may benefit from the spell. It takes one round to cast and its effect lasts 4D4 rounds. Viewing the cloak in action costs 1/1D3 Sanity points.

The spell wreathes the caster in weaving, glittering points of light, each spark dragging a luminous trail and flickering white-hot. Sealed within the cloak, the caster rises several inches off the floor. Nonetheless, body movements are precise. The nimbus of the cloak is agonizing, costing 1D6 Sanity points to the caster.

While the spell is in effect, double the caster's MOV and grant a bonus die to DEX rolls (including Dodge rolls). Impose one penalty die to all attacks against the caster. Anyone attacking with unarmed attacks (fist, kick) suffers 1D6 damage for each such attack.

If the caster touches someone, treat it as a melee attack using the caster's Fighting (Brawl) skill, causing 1D6 damage (plus a Luck roll to see if the target has avoided catching fire); each time this happens, the caster also suffers half of that rolled damage (round down) as his or her skin flashes away to feed the cloak's magical surface. It is possible that this spell could lower the caster's hit points enough to cause death.

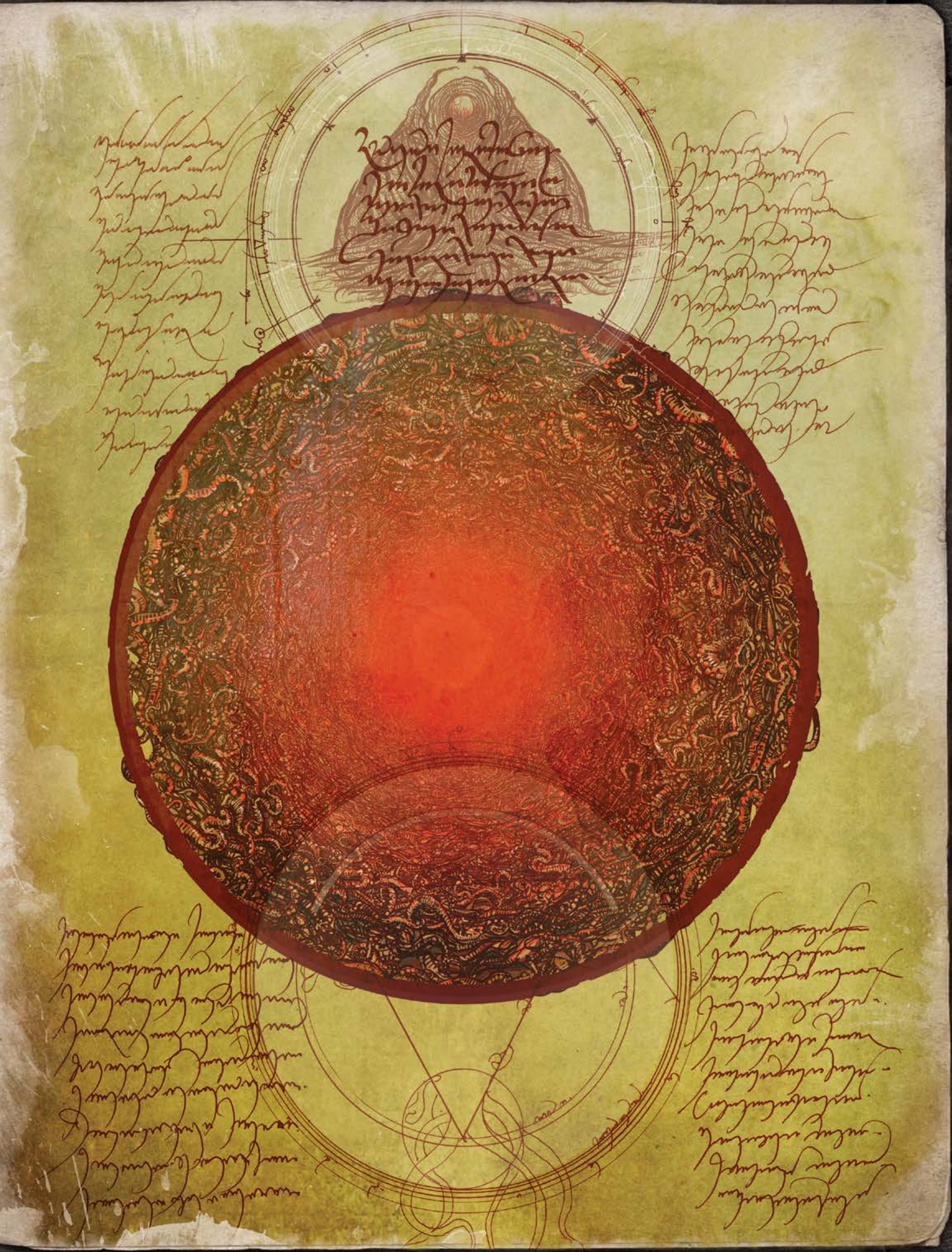
Deeper magic: the caster may expend an additional 6 magic points per round to unleash a tentacle of flame at a designated target. This is a melee attack and is made with one bonus die. The target may attempt to Dodge or fight back. The fiery assault delivers 1D8 damage (plus Luck roll to avoid catching fire), melting flesh in horrific ways.

Alternative names: *Cthugha's Embrace, Dance of Blazing Death, The Burning Time.*

Cloud Memory

- **Cost:** 1D6 magic points; 1D2 Sanity points
- **Casting time:** instantaneous

Blocks the target's ability to consciously remember a particular event. The caster must be able to see the target and the target must be able to receive the caster's instructions. The spell takes effect immediately if the caster succeeds in an opposed POW roll with the target. If the caster wins, the target has one specified incident blocked from their memory. If the incident was terrifying, the target may thereafter still have nightmares vaguely relating to it.



If the spell fails, the event in question becomes vivid in the target's mind.

The caster must know the specific event to be blocked. The caster cannot command something vague such as, "Forget what you did yesterday." Instead, he or she must cite a certain event, such as, "Forget you were assaulted by a monster." This spell cannot block knowledge of spells or of the Cthulhu Mythos unless the knowledge is firmly tied to a specific event, nor can it undo a Sanity loss or reverse insanity.

Deeper magic: for each additional 10 magic points invested, the caster receives a bonus die to the opposed POW roll to determine the spell's success.

Alternative names: *Befuddle, Dumbfound, Mystify.*

Clutch of Nyogtha

- **Cost:** 1+ magic points; 1D20 Sanity points
- **Casting time:** instantaneous

The caster must spend 1 magic point to begin the spell; the target must be within conversational distance. For the spell to take effect the caster must succeed in an opposed POW roll with the target. If the caster wins the roll, the target feels as though a large hand or tentacle is crushing his or her heart, causing 1D3 damage each round that the spell is in effect. While under such attack, the target is temporarily paralyzed, as though having a heart attack. In the round that the accumulated damage from this spell reduces hit points to zero, the target's chest ruptures and bursts, and the target's smoking heart appears in the hand of the caster.

The caster must concentrate on the spell each round to maintain its effect. Each round the spell lasts, the caster must spend magic points equal to twice the number of hit points caused in damage during the last round, and must win an opposed POW roll with the target. If the caster is distracted, the spell ends.

Alternative names: *The Vile Wrench, The Insidious Wrath of the Dark Wizard, Ye Loathsome Tickle.*

Come and See Me (Folk)

- **Cost:** 10 magic points; 1D6 Sanity points
- **Casting time:** 1 day

Incites a feeling of love in the target of the spell. The spell requires the construction of a white, anthropomorphic candle containing fine olive oil and elements taken from the target (a lock of the target's hair, a fragment of their clothing, fingernail clippings, etc.). The candle is lighted and an incantation spoken. Thereafter, for one week, whenever the caster meets the target, an opposed POW roll is made: if the caster succeeds, they temporarily gain +20 APP and a bonus die to all Charm, Fast Talk, and Persuade rolls when interacting with the target. The first time the caster wins such an opposed POW roll, the target loses 1D4 Sanity points. If the target wins the opposed POW roll, this spell has no further effect.

Alternative names: *Glamor, Mortal Attraction, Instill the Leaping Flutters upon thy Heart's Desire.*

Command Animal (Folk)

- **Cost:** 1 magic point; 1D3 Sanity points
- **Casting time:** 1 round

The caster commands one animal of a specified species to obey a single command. Each version of this spell is specific to the creature called and commanded; thus, "Command Raven" would only concern members of the Corvus genus, and so on). Each such spell must be learned separately. Command spells for any natural animal may exist, including: Driver Ant Column, Green Mamba, Leopard, Raven, Serpent, Shark, and Spider Monkey.

The command is answered naturally, the target animal moving by natural means towards the caster. The target is compelled to obey one order by the caster, even to attacking its own kind. Upon completion of the command the target is freed and cannot be compelled again for one day. The caster's command must be simple, specific, visualized, and limited in duration. The target will begin to act in the round following the spellcasting.

The caster must be able to see the animal and the command must be something that the creature could naturally accomplish and comprehend. "Protect me from harm forever," would not be a valid command, but "slay that human," would be. Orders might include carrying something somewhere, presiding at some ceremony, attacking, or going to a specific nearby location to appear as a warning.

The effect of the spell usually lasts until the caster's command has been enacted. If some means of preventing the animal can be taken, for example shooting or incapacitating the animal, the spell's effect fades. If no prevention is possible, the spell will diminish and end once the task is complete or over the course of 1D10+5 minutes—whichever is sooner.

Alternative names: *Beast Mastery, Call Forth the Crawling Ones for Thy Bidding, Compel (Animal), Speak with (Animal).*

Command Ghost (Folk)

- **Cost:** 10+ magic points; 1D3 Sanity points
- **Casting time:** 10 minutes

Compels a ghost to come forth to answer specific questions. The casting must be performed at night. A mammal's blood is poured upon the grave or ashes of the dead person whom the caster wishes to contact. The spirit will be reluctant to re-enter this world, so for the spell to take effect the caster must make an opposed POW roll in order to force it to appear. Sanity loss for viewing the ghost varies with the ghost, which appears in its form at death.

The ghost summoned by this spell responds to questions about events occurring while the spirit lived. Each question costs the caster one magic point (and another opposed POW roll at the Keeper's discretion if the questions are troubling for the spirit). When the caster loses an opposed POW roll, or when a game hour elapses, the spirit departs.

Alternative names: *Compel Spirit, Whisper of Ashes, Dead Tongue.*

Command of The Bloody Tongue

- **Cost:** 4 magic points; 1D6 Sanity points
- **Casting time:** instantaneous

The caster makes an opposed POW roll against their designated target, who must be within visual and speaking range: if successful, the target finds that their mouth seals over in 3 rounds, replaced with a growth of flesh; calling for a Sanity roll (1/1D6 loss). The spell causes no physical damage, but the speaker cannot talk or eat, although they can still breathe through their nose.

Commonly, this spell is used on other sorcerers to diminish their powers or to silence prisoners. Knowledge of this spell allows the effects to be reversed (for the same cost). Surgery, or amateur surgery, with a knife has the same effect, but at the cost of hit points and possibly the target's APP.

Alternative names: *Silence, Speak Not Thy Ill Lies.*

Command Plants

- **Cost:** 2+ magic points; 1D6 Sanity points
- **Casting time:** 1 round

Enables the caster to control and manipulate plants, causing them to take on semi-sentient life. This spell may be used to cause vines to wrap around a target, branches to grasp at a target, roots to entangle feet, etc. The plants affected cannot actually move from their rooted ground. The spell costs 2 magic points per square yard of plant material to be controlled. The plants must be within the spellcaster's sight, for the caster must point at them while intoning the spell. The Keeper should decide the STR and hit points of the plants in combat-type situations (corn stalks perhaps having 5 STR and 1 hit point each, thick tree roots having 50+ STR and 5 hit points each, etc.)

Alternative names: *Burden of Growth, Bend Limb and Leaf to thy Will.*

Command Shoggoth

- **Cost:** 2 magic points; 1D4 Sanity points
- **Casting time:** 1 hour

Compels a shoggoth within 1–2 miles to approach the caster and obey a single specific command, which it will perform for up to 1D10 hours. The spell may be cast as often as the caster can afford. However, each time the spell is cast on the same shoggoth, the monster grows more resentful and the magic point and Sanity cost doubles. The shoggoth must be able to comprehend the command, so the instructions must be simple and apt: "smash that wall and then return to whence you came" works fine, but "pick six bouquets of lilies" would be alien to a shoggoth, who would begin to suspect it was being exploited.

Alternative names: *Bind Creature of Darkness to Thy Will, Control the Thousand-Eyed Beast.*

Compel Flesh

- **Cost:** 5+ magic points; 3 Sanity points.
- **Casting time:** 1 round

The caster targets an individual who becomes a living zombie, capable only of following simple spoken instructions. Costs 5 magic points plus an additional magic point for every ten game rounds that the spell remains in effect. The soul of the target must be bound (see **Bind Soul**, page 41), allowing the caster to use this spell to force the body of the target to perform actions. The body will follow instructions until a task is completed, the body is killed, or the spell ends.

Alternative names: *Create Unthinking Servant, Zombification, The Rite of the Islands.*

Concentric Rings of the Worm (Dreamlands)

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. A six-foot diameter barrier of concentric violet rings forms in the air before the caster. Any physical attack that passes through the



CONJURATION OF THE TURUA

A complex and lengthy ritual, comprised of four spells that must be cast one after another, which summons an extra-dimensional creature known as turua. The turua is only described as a "ropy mass of questing tentacles."

This set of spells provides an example of a complex, multi-part spellcasting endeavor, use it as is, or as inspirational template when designing intricate rituals that could allow for the communing or invocation of alien monsters.

Part 1: Sanctification

- **Cost:** All but 1 magic point
- **Casting time:** variable

This spell involves restoring an area of wilderness to a pre-human condition. All physical signs of human influence must be removed (litter, camp fire ashes, footprints), and then all psychic remnants must be purged during a prolonged ritual of meditation and chanting where the caster consumes all the spiritual impurities. The caster must accomplish this task alone, although others who know the spell can work together in unison (each paying the full cost) to reduce the time by one-half.

This spell consumes the caster's magic points at a rate of 3 per hour, until the caster has only 1 point remaining.

Part 2: Ritual of Body Purification

- **Cost:** All but 1 magic point; 1 Sanity point
- **Casting time:** 24 hours

The naked caster enters a body of water and coats their body in mud, representing protection from external forces. A live egg from a poisonous serpent is placed in the mouth. The egg absorbs all the spiritual impurities that the caster had previously collected (see Part 1: Sanctification). The egg must not leave the mouth of the caster until the climax of the whole greater spell (see Part 4: Conjuration); otherwise, impurities will begin to accumulate in the caster's body, which will cause the spell to fail.

The obvious thing here is that a live serpent egg does not sit entirely still. While inside the caster's mouth it wiggles and seems to age and mature at an alarming rate.

The caster starts with 1 magic point, having just completed the Sanctification. Magic points are expended as quickly as they are regained, so that any point the caster has just 1 point.

Part 3: Blinding of The Sense

- **Cost:** 1+ magic points; 4 Sanity points
- **Casting time:** 3+ days

This component of the grand ritual involves meditating, fasting, and chanting. The serpent's egg remains in the mouth from the Ritual of Body Purification. The caster enters a trance state for three days. During this period their perception becomes aware of other dimensions and it is within these that they must seek out the turua and petition for its attention.

The caster starts with 1 magic point, having just completed the Ritual Of Body Purification. Magic points are expended as quickly as they are regained, so that any point the caster has just 1 point. The caster subsists purely on water during this time (careful not to damage the egg in his or her mouth).

Part 4: Conjuration

- **Cost:** 1+ magic point; 8 Sanity points
- **Casting time:** 1 hour

The climax of the ritual, the caster now re-enters the body of water and any remaining mud is now washed away; a rebirth, whereby the caster is now fully cleansed and ready to summon the turua. The caster bites down on the egg and spits out the twitching remains onto the shore.

Four sacrifices are made, which can be humans or large animals. Each sacrifice is first bled onto the shore, and then the blood is cast out to each of the four cardinal directions (North, South, East, and West) while the caster continues to chant words of summoning.

Now calling upon the turua to manifest, the caster perceives the wailing cry of the turua as it crosses dimensions to appear physically in this world. Finally, the caster ceremonially cuts their flesh, allowing their blood to fall into the water. With this, the turua may deign to appear (the caster should succeed in a POW roll).

According to accounts, the caster may attempt to bargain with the turua but such matters require further sacrifices in order to gain the creature's acquiescence. The caster may be in danger of being consumed if he or she has not brought suitable sacrifices for the very hungry creature to eat. How long the turua stays is dependent upon the nature and amount of sacrifices it is offered. It is written that the turua may demand certain tasks or specific sacrifices of the caster; one account states the turua performed the tasks required of it but in return demanded the head of the caster.

TURUA, tentacled horror from beyond

STR 200	**CON** 150	**SIZ** 200
DEX 75	**INT** 120	
APP —	**POW** 100	**EDU** —
SAN —	**HP** 35	

Damage Bonus: +4D6 **Build:** 5
Move: 8 (16*) **MP:** 20
**Can travel underground/water at MOV 16.*

Attacks per round: 1D6+2 tentacles (smash and/or grab)

Fighting	75% (37/15), damage 1D6+DB
Grab (mnvr)	75% (37/15), 1D6 first round; 2D6 per round thereafter as it crushes and drains the vital fluids of it's victim**
Dodge	45% (22/9)

***Victim may attempt opposed STR or DEX roll to break or struggle free.*

Armor: 1-point scaly skin.
Spells: 1D4 or more at the Keeper's discretion.
Sanity Loss: 1D4/1D10 Sanity points.

Opposite: The Turua by Goomi

rings has its damage reduced by 6D6 points (to a minimum of 0). The barrier remains active for 5 rounds, but can be sustained beyond this at the cost of 2 magic points per round.

Alternative names: *The Coiling and Twisting Armor, The Coils of Restless Harmony.*

Conjure Glass of Mortlan

- **Cost:** 6 magic points; 1D8 Sanity points
- **Casting time:** 10 minutes

Creates a way to view scenes from the past. Costs each viewer 1D6 Sanity points, plus any Sanity loss for what is viewed. A scrying device, such as a crystal ball, and an enchanted brazier are required. Unless the vision comes under the sway of a Great Old One (20% chance), the scene viewed is of the caster's choice and described with the Keeper's discretion. A Great Old One might cause visions to appear that were pertinent to itself or some artifact, instead of what was desired by the caster.

Alternative names: *Visions of Things That Were, Shadows of the Past.*

Consume Likeness

- **Cost:** 10 magic points; 5 POW; 1D20 Sanity points
- **Casting time:** Several days

This spell is favored by serpent folk and allows the caster to assume the living likeness of a person freshly dead, as seen by eye, video camera, photograph, etc. The target may be no more than 15 SIZ points different from the caster. The caster consumes the target (normally over a number of days) and works the spell, expending 10 magic points every six hours and permanently sacrificing 5 POW points. Once complete, the caster takes on the appearance of the target at will, for as long as desired. To the keen observer, the shadow of the caster remains that of his or her original form (not that of the consumed). Similarly, the caster's skills and memories remain intact—the victim's are gone. The caster could consume several likenesses and thereby take on several guises at will.

Upon losing one or more hit points, the caster's original form is resumed. To go from the assumed to the original form takes 20 seconds. The original form must be reverted to before another form can be assumed. To go from the original to an assumed form takes 1D3 minutes.

Deeper magic: some spellcasters are able to recollect memories and thoughts of those who have been consumed. This is usually a specific piece of information that was known to the unfortunate target of the spell. An additional magic point must be spent together with a roll under the caster's POW for each additional piece of information sought.

Alternative names: *Snake Skin Cloak, The Valusian Mantle, The Gift of Yig.*

Consume Memories

- **Cost:** 10 magic points; 1D10 Sanity points
- **Casting time:** 1D6 rounds

Allows the caster to absorb the memories and skills of whoever's (fresh) brain the caster consumes. For twenty-four hours after the brain is consumed, the caster may use any and all skills and knowledge the victim possessed. At the end of this time, the caster loses all the skills and knowledge gained.

Deeper magic: *the memories of the victim can be permanently absorbed if the caster sacrifices 20 POW.*

Alternative names: *Wisdom of the Forbidden Fruit, Imbibe thy Enemies' Will.*

CONTACT DEITY SPELLS

- **Cost:** 5 POW; 1D6 Sanity points (plus more to view the entity)
- **Casting time:** 1D6 + 4 rounds

Contact Deity spells are unused except by the insane priests of these deities or by great independent sorcerers who hope to strike deals and win some small fraction of the deity's powers. The deities sought for contact are many and varied.

The chance of successfully contacting the deity is equal to half the caster's POW (reduced after paying 5 POW cost). If the Hard POW roll succeeds, the deity (or some aspect of it) will contact the caster in a semi-friendly manner after a few hours or days. The deity is unlikely to give non-worshipers anything of value. If the deity is bored or offended, it will likely squash the caster or drive him or her insane.

A range of Contact Deity spells follow; the list is not exhaustive. The cost for each spell is the same unless noted otherwise.

Alternatives names: each spell name usually reflects elements of the deity, its name, sphere of influence, powers, and so on. For example: *Call Down the Opener of the Way, Entreat the Daemon Sultan, Give Praise to He who Slumbers beneath the Waters.*

Contact Abhoth

Known by witches as the "Aklo of the Sabaoth," this spell may be cast only on clear nights when the moon is in its first phase. Completing an incantation, the caster must attempt a Luck roll: if successful, they fall into a deep slumber and visit the Source of Uncleanness in a dream. If the caster is near a terrestrial manifestation of Abhoth (the caverns under Dunwich, for instance, or Mount Voormithadreth in Hyperborea, now buried under ice in Greenland), then Abhoth speaks directly to the caster through one of its malformed spawn, which grows out of the Outer God and crawls to the caster; Wilbur Whateley termed such spawn as "They of the Hill." In any case, the caster must make an opposed POW roll versus Abhoth to initiate meaningful communication; success and failure are equally disastrous. If the caster succeeds, Abhoth converses telepathically with the caster (if contacted in person, the caster is possessed by Abhoth, who then walks the hapless body down into its caverns and devours it). If the caster fails, Abhoth consumes the dreaming caster's consciousness, leaving the sleeper in a permanent coma from which they never wake.

Contact Aku-Shin Kage (Avatar of Nyarlathotep)

Opens communication with the Aku-Shin Kage, an avatar of Nyarlathotep rumored to appear in Japan. May be cast only on the night of a new moon or deep within a cavern where no sun can reach. If the Aku-Shin Kage contacts the caster, usually among a group of worshipers, it will appear as the shadow of an armored samurai on a wall. Someone present, but not the caster, will begin to bleed profusely from their orifices (eyes, ears, and even fingernails), causing witnesses to make a Sanity roll (0/1D6 loss). Until it leaves, the avatar speaks through the bleeding victim in harsh unnatural whispers. The host loses 1 hit point every three rounds until the avatar departs (if hit points are depleted, death follows as soon as the avatar departs).

Contact Azathoth

Opens communication with the boundless entity who dwells at the center of the universe. This is an exceptionally dangerous undertaking. The spell creates a magical portal which transports the caster directly to the Court of Azathoth. Should be cast in the dead of night under the clearest of skies, so that brilliant stars blanket the night sky. The caster plays a pipe or flute for at least one hour before the spell becomes active.

The caster makes a Hard POW roll to determine if the portal has been created successfully. Note that in cities, due to light pollution, the spell has a reduced chance of working (a penalty die is applied to the POW roll).

Incorrectly performing this spell results in the instantaneous incineration of the caster. The successful sorcerer may bargain for their desires; however, Azathoth is likely to obliterate the caster unless they can appease and amuse the blind idiot god (even then, remember the potential of 1D100 Sanity loss). Azathoth offers little in return for worship.

It is written that those who seek to speak with Azathoth and who do not first petition the Outer God, Tru'nembra, to teach them the music of the cosmos, are doomed to failure and death.

***Note:** see* Malleus Monstrorum *for further information about Tru'nembra.*

Contact Bokrug (Dreamlands)

Must be cast in or near a swamp or lake within the Dreamlands. A representation (statuette, icon, etc.) of the Great Old One must be present. Bokrug only responds if his own interests are somehow involved. Wise sorcerers often take care in making sure they have a valid reason for awakening the Great Old One.

***Note:** see* Malleus Monstrorum *for further information about Bokrug.*

Contact Byatis

May only be successfully cast in the Severn River Valley, England. The spell involves performing ritual devotions to a representation of the Great Old One. Byatis appears in a vision and the caster must make a successful POW roll to avoid the god's hypnotic gaze. Byatis is unlikely to grant the caster's wishes unless the caster can demonstrate their willingness to help free the deity from its Elder-warded prison.

***Note:** see* **Malleus Monstrorum** *for further information about Byatis.*

Contact Chaugnar Faugn

The caster must prepare a sumptuous and lavish meal in honor of the Great Old One, and then gorge upon it until they can eat no more and pass out. With success, the spell opens communication with the deity, with Chaugnar Faugn sending the caster visions or nightmares that relate the god's desires.

Contact Cthulhu

May be performed anywhere. Usually a representation of the Great Old One is used during a ritual involving some form of blood sacrifice. Cthulhu typically responds at night, while the caster is sleeping, sending vivid dreams through which he informs his followers of his desires and the tasks he requires of them. Certain dream-sent visions may provoke Sanity rolls and cause outbursts of artistic

mania, where the recipient feels compelled to draw, make, or compose works of representative art concerning Cthulhu and his foul plans.

Contact Eihort

Resembles other Contact Deity spells but the caster sacrifices 1 magic point instead of 5 POW in casting it. The god appears in dream form if the caster is distant, and in person if within a few hundred yards. If this spell is learnt directly from Eihort (or when it is first cast) Eihort extracts 5 POW in payment.

Contact Emerald Lama (Avatar of Hastur)

Opens communication with the Emerald Lama, an avatar of Hastur. The spell is cast by chanting a mantra 108 times. The chant is said to be written down in the Forbidden Sutra. If the Emerald Lama deigns to open communication, a vision of a floating being dressed in shimmering green robes appears to the caster. The avatar will answer up to three questions pertaining to the nature of enlightenment and the cosmic truth, but will always answer in riddles. If the answer involves the Cthulhu Mythos, the avatar may replace the image of itself with a scene of the Mythos event rendered in a pale green light. Such scenes could include the slumbering form of Cthulhu, the Court of Azathoth, and so on. Witnesses lose Sanity points equal to those lost for a successful Sanity roll for the real situation (thus, 1D10 Sanity points for seeing Cthulhu). If the caster asks questions specifically about the Emerald Lama, the avatar will instantly disappear, leaving the Mark of the Lama upon the caster: an all-consuming obsessive desire to discover more about the avatar to the exclusion of all else.

Note: see Malleus Monstrorum *for further information about the Emerald Lama.*

Contact Ghroth

Requires a successful Astronomy roll, so that the Outer God, Ghroth, may be reached at the proper time. The caster is attuned to the planet-sized entity's alien mind, provoking a Sanity roll (1D8/5D10 loss). There appear to be no true benefits for contacting Ghroth, as the caster is so puny and insignificant Ghroth will not acknowledge them. Perhaps in contacting the ever-traveling Ghroth, some small portion of the inhuman songs heard only by the pitiless stars and the dead Old Ones can be understood; who can say what enlightenment such strange melodies can bring?

Note: see Malleus Monstrorum *for further information about Ghroth.*

Contact Gla'aki

Should be cast in areas where Gla'aki has influence: usually by water and near to shards of his Elder prison. It is unusual for Gla'aki to appear at the first summons of a caster; normally, it will send 1D6 of its servants to treat with the caster. The offer of "undying" servitude to Gla'aki is often the first subject discussed.

Contact Iod

A rare spell but believed to have been written down in *De Vermis Mysteriis*, where it is known as "Call to the Hunter." The caster must stare into a blindingly bright light while chanting the rhythmic words of summoning. Any source of exceptionally bright light is acceptable. A successful POW roll avoids permanent blindness, whereas a Hard success means the spell has succeeded. After a brief time, Iod will begin to speak to the caster's mind—to witnesses, the caster appears to be a crazy person staring at the sun and mumbling.

Note: see Malleus Monstrorum *for further information about Iod.*

Contact Koth

Attracts the attention of the Lord of Koth, a mysterious entity said to dwell in the Dreamlands. The caster burns an elaborate offering comprising of incense and arcane diagrams. For the spell to activate the caster must make a Hard Luck roll: if successful, an avatar of Koth will visit the caster at the next full moon. Some accounts speak of Malik Tous, an infamous wizard—claimed by some to be an avatar of Koth in human form—visiting the caster. If the caster sufficiently impresses the avatar, it will describe how to journey to the fabled city of Koth, where his Cowled Lord will offer the caster long life, wealth, and wisdom in return for the caster's soul.

Contact Nodens

Can be cast only from a remote, unpeopled place, such as the edge of a sea-cliff. Nodens is unlikely to respond immediately; usually the Elder God will contact the caster at a later point, when he or she is alone and in a similar remote or inaccessible place. Nodens has been recorded as providing aid to those who most require it; however, he is also known to ignore requests. Whatever "aid" he might bring, it is unlikely to be exactly what is desired, but rather esoteric in nature and form.

Contact Nyarlathotep

May be cast from anywhere, as befits this omnipresent entity. Nyarlathotep is said to appear only at gatherings of worshipers, or when new priests are anointed; however,

Opposite: Sigil of Nyarlathotep by Goomi



AVATARS OF NYARLATHOTEP

Versions of the Call and Contact Deity spells exist for many of Nyarlathotep's avatars. This list is by no means exhaustive.

Aku-Shin Kage	*Pazzuzu*
Ahtu	*Set, Jackal-headed God*
Bloated Woman	*Skinless One, The*
El Negro	*The Masked Messenger*
Horned Man, The	*The Skinless One*
Nyarlatophis	*The Black Wind*

throughout history, avatars of the Crawling Chaos have been recorded as appearing before individuals to deliver gifts in return for nameless bargains. The nature of such gifts appears varied, yet all appear to have a sting in the tail as befits the Outer God's mockery of humanity.

Note: other Contact spells specifically concerning one of Nyarlathotep's avatars exist; some examples are included here.

Contact Nyarlatophis (Avatar of Nyarlathotep)

Specifically directed at an avatar of Nyarlathotep named Nyarlatophis. This aspect appears as a young, healthy man dressed as an Egyptian Pharaoh, or a man with no face (instead, there is a star-filled void of cosmic emptiness). Sometimes mistaken for the Black Pharaoh.

Note: see Malleus Monstrorum *for further information about Nyarlatophis.*

Contact Othuyeg

An exceedingly rare spell used to attract the attention of Othuyeg, an obscure Great Old One, said to be imprisoned beneath the earth in the Seven Cities of Gold, under the lost realm of Cakatomia. The spell describes Othuyeg as a benevolent spirit guide, "The keeper of all ancient wisdom," and gives little clue as to the entity's true motivations. The caster ingests a mixture of rare herbs and then offers a blood sacrifice. Othuyeg will contact the caster in dreams, granting them terrifying visions of Cakatomia, Othuyeg, and the fabulous golden cities. The telepathic contact lasts a full lunar month (28 days), and each night the nightmares provoke a Sanity roll (0/1D2 loss). At the end of this period, the caster makes a POW roll: if failed, the caster becomes obsessed with releasing Othuyeg from his prison; stopping at nothing to free the Doom Walker.

In some obscure texts, Othuyeg is confused or conflated with Cyaegha—whether the two deities are one and the same has led to much speculation.

Note: see Malleus Monstrorum *for further information about Othuyeg.*

Contact Pazzuzu (Avatar of Nyarlathotep)

Beseeches the attention of Pazzuzu, an avatar of Nyarlathotep taking the form of a Babylonian deity. The caster makes an Extreme POW roll to successfully cast this spell. Should he deign to appear, Pazzuzu manifests only if there are graves or death nearby. On appearing, Pazzuzu's breath is said to be so foul as to cause death in all but his faithful followers.

Note: see Malleus Monstrorum *for further information about Pazzuzu.*

Contact Shub-Niggurath

May be performed in a wilderness under the open sky, at the dark of the moon. Fresh blood is poured over a wooden or stone alter while the petitioner calls forth and begs the Dark Mother to listen. If successful, the Outer God usually sends a herald to "speak" on her behalf, which could be some mutated woodland creature, a dark young, or some other abomination.

Contact Tsathoggua

Usually performed under the ground, ideally in a cavern or grotto, or in a temple dedicated to the Great Old One. An offering must be provided while the caster performs a guttural ritual. Tsathoggua may appear as a hazy and translucent vision (standard Sanity roll and losses apply). In the main, descriptions speak of the entity appearing alone; however, at least one account tells his arrival was heralded by the appearance of a number of his formless spawn attendants.

Contact Y'golonac

May be performed anywhere. Some versions of this spell warn the uninitiated reader that Y'golonac greatly desires servitude from those who would call his name. The Great Old One is unlikely to appear before one who is not already a devotee; instead, a herald might visit with the purpose of converting the caster to Y'golonac's will. In some situations, where Y'golonac manifests before the caster, it will psychically attack those it deems unsuitable, or possess some present so that they may go forth to further his work (tempting others into his service).

Contact Yig

The caster prepares a noxious red potion from the poison glands of a sacred snake of Yig. A prepared sacrifice is made to drink the potion, which induces painful muscle spasms. During the convulsions, the sacrifice is strapped upon an altar, while attendants chant the ritual. If the spell is successful, a child of Yig bursts from the sacrifice's stomach. Yig converses with the caster for a few minutes through this horrific snake. When the Father of Serpents departs, the sacrifice's torso bursts forth with 2D10 sacred snakes.

Contact Yog-Sothoth

Must be cast at a specially constructed stone tower, at least 10 yards high, in an open, cloudless area. A sacrifice is offered and the ritual called out. If Yog-Sothoth takes a dislike to the caster(s), the god may instantly destroy the sorcerer or transport him or her through time and space, placing the caster in any dimensional reality Yog-Sothoth desires. The full, unfettered appearance of this entity will cause rifts in the fabric of space-time. Localized effects may include freak weather, strange noises, appearance of extra-terrestrial entities, and periods of "missing time."

Yog-Sothoth may deign to appear as Tawil at'Umr (an avatar form)—a being not exactly permanent in outline, though transiently paralleling human form and half again as large. Mysteriously cloaked in swathes of heavyset cloth, its face is obscured by many deep folds. No Sanity loss unless Tawil at' Umr removes its protective cloak, in which a Sanity roll is required (1D20/1D100 loss). Manifesting as Tawil at'Umr greatly reduces localized space-time effects.

***Note:** see* Malleus Monstrorum *for further information about Tawil at'Umr.*

Contact Zhar and Lloigor

An ancient ritual of the tcho-tcho, the spell allows for two forms of contact:

- A) The Dhzou Tul Dop, or "Lesser revelation of the form," involves an hour-long ceremony of tantric dancing and human sacrifice. During the ritual, each participant invests 2 magic points, and each sacrifice gives their magic points to the total pool of points—this sum becomes the percentile chance that the spell will work. If successful, the Twin Obscenity projects its Tulku (spirit form) to the assembly; a spectral vision of the god, who is then venerated in orgiastic rites.
- B) The Ta'ang Zhaat Mung'aa, or "Ritual of True Communion," is reserved for tcho-tcho priests. Most of this ritual is actually a recipe for K'lao Up Phong, a confection of black lotus and other hallucinogenic herbs, mixed with human blood, brain tissue, and spinal fluid. During the brewing process, the caster sacrifices 5 POW and 10 magic points, and then eats the dish (costing 1D6 Sanity points). If successful (requiring a Hard Luck roll), the following night the caster enters prolonged mental contact with Zhar and Lloigor.

Contact Zoth-Ommog

Requires an idol of the god to function. The infamous Ponape Figurine would be ideal but, where such an artifact is not available, the caster must create one. Once carved, the idol is enchanted with a sacrifice of 5 POW (once enchanted, the statuette will work indefinitely).

The caster makes a blood sacrifice to the idol while performing the ritual. If successful, Zoth-Ommog's essence will inhabit the statue, animating it and telepathically communicating with the caster. Once this spell has been cast, the statuette exudes an air of menace and those who see it, or who spend significant amounts of time near it, must make a Sanity roll (0/1D3 loss).



CONTACT MONSTER SPELLS

- **Cost:** variable magic points (see each spell); 1D3 Sanity points (plus more to view monster)
- **Casting time:** 1D6+4 rounds (unless otherwise noted)

Contact spells are divided in to two separate groups: spells concerned with contacting Mythos creatures and monsters, and spells for contacting Mythos deities. The latter group is covered by the **Contact Deity** spells (page 72).

Contact spells allow the caster to get in touch with intelligent monsters and alien races, perhaps to learn secrets of history, magic, and other dark matters. The caster should always have a definite goal in mind; bargains might be struck, agreements made, plans negotiated. Such spells do not give the caster the upper hand though; the spell is merely a method of establishing contact. Remember Mythos entities are independent and intelligent beings with their own motivations (usually antithetical to humans)—casters make contact at their peril!

Contact spells are distinctly different from **Summoning Spells** (page 174) that have the potential to allow casters to bind the summoned beings to their will.

Procedures are much the same for each Contact spell, though particular conditions or requirements may be unique. Knowing one Contact spell is of no help in casting another. Many versions of Contact spells exist.

Cast properly, this spell always works—unless there are no such things living within a convenient distance (flying polyps might journey from the City in the Sands to some part of Australia but ignore the chance to fly to North America). A Contact spell takes five to ten rounds to cast. The thing reached by the spell may appear in an hour or take a day or more to show up. For a random appearance in hours, roll 1D100. Entities living nearby will walk, swim, dig, or fly to the caster. If the trip is too long, the thing called simply never shows up. Things from other dimensions can appear in any characteristic or evocative manner.

The spell brings a random member of the species, presumably with its own motives. The caster should try to be alone or to be with no more than a small group, in order not to seem threatening. Once the contacted thing appears, it is free to depart, so if the caster has something to offer it, the chances for an extended meeting greatly improve. If a contacted species is large, such as a flying polyp, only one will likely appear. If it is human-sized or smaller, the Keeper may determine if several representatives arrive as a group. There is no guarantee that a contacted entity would rather bargain than devour the caster. If further contact seems of advantage to both sides, then some interesting results may emerge.

A range of Contact Monster spells follow; the list is not exhaustive.

Alternatives names: *use words like—Union, Commune, Exchange, Commerce, Covenant, Pact, Concord, etc. For example: The Red Pact, Covenant of the Deep, and so forth.*

Contact Child of The Sphinx

- **Cost:** 3 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Attracts a child of the Sphinx if within 20 miles of the caster. The caster makes a small clay figurine in the shape of any animal-headed man (requiring a successful Art/Craft roll). The figurine can be reused for future castings. To cast the spell, the caster burns a mixture of herbs underneath the figurine, bathing it in the smoke and intoning a chant. Once cast, any children of the Sphinx within 20 miles will make their way to the caster, although those children of the Sphinx bound to someone other than the caster will be hostile to the caster.

***Note:** see* Malleus Monstrorum *for further information about Children of the Sphinx.*

Contact Chthonian

- **Cost:** 5 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Must be cast at a location that has known recent earthquakes or where hot spots and volcanoes offer relatively quick transport from the deep interior of the planet to the outer edge of the geologic crust.

Contact Deep One

- **Cost:** 3 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Should be cast at the edge of a saltwater ocean or sea. To work best, it should be cast near a deep one city, such as the waters off Innsmouth, Massachusetts, or the coast near the lost town of Dunwich by the Sea, England. Part of the ritual consists of throwing specially inscribed stones or jewelry into the water.

Contact Deity —see page 72.

Contact Elder Thing

- **Cost:** 3 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

A chant is used to contact the elder things. The most likely locations for success are along the southern part of the Mid-Atlantic Ridge or over the geological trenches near Antarctica.

Contact Flying Polyp

- **Cost:** 9 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Flying polyps occur only in their (rarely found) underground cities, the largest of which is beneath the City in the Sands, in the western Australian desert. The caster should first construct or open a communication shaft for their egress.

Contact Formless Spawn

- **Cost:** 3 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

The best place to cast this spell is at a temple to Tsathoggua, whose altar statue of the Great Old One is still present, or at a spot near an opening into the black abyss of N'Kai, somewhere near Binger, Oklahoma. Possibly other places in North America offer entry and exit points. One such cavern reputedly exists near Dunwich, Massachusetts.

Contact Ghoul

- **Cost:** 5 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Ghouls are found wherever large concentrations of humans are, especially near graveyards and crypts. Moonlit places of burial more than a century old are propitious locations for this spell.

Contact Gnoph-Keh

- **Cost:** 6 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Gnoph-keh are usually found in Greenland or other frozen wastes near the North Pole. The spell must be augmented with a successful Art & Craft (Sing) roll and, before doing so, the caster must build a small effigy of the beast from ice and snow.

Contact Hound of Tindalos

- **Cost:** 7 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

A space containing an angle no greater than 120 degrees is required. The caster marks the space with geometric magical formulae and speaks a repeating phrase. There is no known way to bargain with a hound of Tindalos, whose motive for moving through the stream of time and space is pure hunger.

Contact Human (Mi-Go)

- **Cost:** 3 magic points
- **Casting time:** 1 round

Known by the cunning mi-go, this spell allows them to mentally communicate with their human servants. A telepathic link is established to a human who has previously fallen under mi-go hypnosis. The contactee can respond, ask questions, etc. Each 5 rounds of contact after the first round, costs the human 1 Sanity point.

SHAMBALLAH

Shamballah, known to the outside world as the home of the Ascended Masters, is described as having been established by wizard priests and sorcerers fleeing Lemuria, Atlantis, and Mu. Tales speak of the K'n-yan peoples settling in the underground tunnels beneath the community, along with denizens of Yaddith. This quasi-mythical place exists simultaneously in Tibet, the Dreamlands, and on the burned remnants of an unnamed alien planet.

It is believed that the supply of Liao, the Plutonian Drug, comes from the Shamballah valley where vast fields of black lotus are grown and harvested. Liao is the root of much trade between Shamballah and the Plateau of Leng, which is said to be easily accessible via tunnels and secret passes. The tcho-tchos, barely tolerated by the Shamballah community, act as traders, but they do serve to save the inhabitants the inconvenience of traveling into the outside world. Such tcho-tcho are often mistaken as members of Tibetan Sherpa peoples by travelers in the Himalayan region.

Contact Lloigor

- **Cost:** 3+ magic points; 1D3 Sanity points
- **Casting time:** 5 rounds

Allows the caster to interview one or more lloigor for so long as the lloigor choose to maintain the contact. After casting the spell, the lloigor come to the caster in his or her dreams, where they assume visible form and demand a further sacrifice of 1D6 magic points. Must be cast immediately before going to sleep, and takes effect only within 20 leagues (60 miles) of a lloigor. Upon awakening, the caster remembers all details of the dream.

Contact Masters

- **Cost:** 8 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Alleged to establish contact with one or more of the Ascended Masters, who supposedly watch the world from the city of Shamballah, hidden in the mountains of Tibet. Whether the spell actually does what it says or, in fact, puts the caster in contact with some other Mythos intellect is undecided.

Contact Mi-Go

- **Cost:** 8 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Must be cast at the base or top of a high mountain, in a range known to be mined or visited by the enigmatic space-faring race. Among such ranges are the Appalachians, Andes, and the Himalayas, and certain peaks in Central Africa.

Contact Moon-Beast (Dreamlands)

- **Cost:** 3 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Must be cast at a place moon-beasts are known to frequent, such as the dark side of the moon, or near certain black galleys that ply their trade at many ports. The moon-beasts will usually send one or more of their near-human servants rather than appear themselves.

Contact Rat-Thing

- **Cost:** 2 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

To bring forth a rat-thing, the caster should provide suitable offerings (tasty snacks) to entice the foul creature. A population of these evil creatures reportedly exists in Yorkshire, England, as well as Arkham, Massachusetts.

Contact Sand-Dweller

- Cost: 3 magic **points; 1D3 Sanity points**
- Casting time: 1D6+4 rounds

Must be cast in a suitable desert, such as in the Sahara, the southwestern United States, Saudi Arabia, or central Australia. The caster arranges a bowl of blood or some such similar offering.

Contact Servitor of The Outer Gods

- **Cost:** 14 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

A successful Luck roll establishes that a servitor is within the Milky Way galaxy when the spell is cast. Stars must be visible to the caster. He or she attempts to visualize Azathoth's Ineffable Heart (reputedly a spheroidal symbol of meditation but actually of unknown shape) that pulses and shines like liquid flame. The servitor will expect a blood sacrifice. If the nominated sacrifice is inadequate, the servitor devours the caster. If the servitor accepts the sacrifice, it agrees to perform one simple task for the caster. Such tasks may include a question concerning Azathoth's Court or another cosmic matter (a successful Persuade roll is required); the answer grants +1D3 points of Cthulhu Mythos to the questioner—the answer is meaningless to onlookers. Alternatively, or in addition, the servitor may impart a spell directly to the caster's brain if the Persuade roll is an Extreme success (causing the loss of 1D8 Sanity points and 1D10 rounds of disorientation). The servitor chooses the spell.

Its services rendered, the servitor may linger and play its unearthly pipes while colors flash across its body and its tentacles writhe, or it may dissolve and return to some galactic arm or stellar nursery to resume its previous activity. Hearing its insane and mesmerizing pipes provokes a Sanity roll (1/1D4 loss) and, thereafter, its tune haunts every singer or instrumentalist who was present.

Contact Spirits of the Dead

- **Cost:** 3+ magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Many versions of this spell exist. One version requires a tent of white sheets to be erected near a river. Jugs filled water from the river are placed inside. Songs are sung and dances danced. An entreaty is made for the dead to appear. The caster may invest as many magic points as desired above 3 (those supporting may invest 1 magic point each). Add up the magic points and multiply the sum by five, with the caster needing to roll equal to or under that result on 1D100. With a success, the voices of the dead emerge from the water jugs. One may hear and question them by putting one's head in the tent. Remember that the dead mostly know only what they knew in life, and some may not be aware that they are dead.

Contact Star-Spawn of Cthulhu

- **Cost:** 6 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Should be cast at the ocean shore, perhaps near a deep one outpost, or else near a spot where star-spawn may sleep (rumors concerning Tibet abound). Certain talismans, jewelry manufactured by inhuman hands, and rhythmic chants are used in the performance of the spell.

Contact Tomb-Herd

- **Cost:** 9 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

Must be cast near a dimensional portal or magical gate through which the tomb-herd may enter from their plane of existence, or within a temple to Yog-Sothoth. Often the tomb-heard manifest within half-humanoid, half-crustacean statues specially prepared for their arrival.

***Note:** see* Malleus Monstrorum *for further information about the tomb-herd.*

Contact Yithian

- **Cost:** 4 magic points; 1D3 Sanity points
- **Casting time:** 1D6+4 rounds

This spell does not reach forward or backward in time; if a Yithian mind occupies a subject within one hundred miles of the caster, the Yithian notices the appeal and may respond if curious, fearful, or alarmed. If the caster has nothing interesting to say or offer, then the Great Race scholar ignores later questions or perhaps destroys the caster as a likely pest or nuisance.



Control Elements

- **Cost:** 8+ magic points; 1D8 Sanity points
- **Casting time:** 10 minutes

A powerful spell enabling the control of earth, wind, fire, or water. The spell's effects might cause the ground to shake or split open, winds to grow strong and destructive, fire to rapidly spread, or water to form deadly waves or whirlpools, etc.

While the spell is the same for each of the four elements, with just a minor alteration specific to each of the elements, it must be cast separately for each element the caster wishes to control.

For every 8 magic points invested, the spell's radius of effect increases by 10 yards. The caster must be holding a sample or piece of the element that they desire to control.

The starting Strength of the element, with a basic casting of the spell, is STR 125. An additional 10 STR can be added for each additional magic point (above 8) expended at the time of casting. The spell's effects last for 1D10 +5 minutes.

The element inflicts damage equal to its damage bonus each round to all (except the caster) within the radius of effect. The damage bonus for the element is calculated solely from its STR, as it does not inherently have any SIZ, e.g. a column of water with 125 STR can inflict 1D4 damage per round; a fire of STR 165 inflicts 1D6 damage per round, etc. Naturally, the stronger the force, the greater its effects upon the local environment.

Alternative names: *Marshal Nature's Cruelty, The Primordial Havok, Succor of the Elementals.*

Control Skin

- **Cost:** 5 magic points; 1D6 Sanity points
- **Casting time:** 30 minutes

For purposes of disguise, the caster may meld, bend, and alter the skin of one general body area per casting. General body areas are: head, torso, right arm, left arm, right leg, and left leg. The caster may cast the spell upon themselves or upon another—in which case, for the spell to take effect, the caster must succeed in an opposed POW roll with the target, unless the target is willing.

To change a single body area takes about thirty minutes to prepare and enact, with the effect lasting approximately one hour. For permanent change, it costs the caster 5 POW per body area. A second casting of the spell can undo the change.

Deeper magic: the Brothers of the Skin, a sinister cult operating in Eastern Europe, are accomplished masters in the use of this spell. Cult members are able to change entire bodies at a cost of 30 magic points and 6D6 Sanity points.

Alternative names: *Skin Walking, Meld Flesh, Meat Sculpting.*

Corruption of the Sacred

- **Cost:** 20 POW; 1D6 Sanity points
- **Casting time:** 4 nights

The caster takes a personal item from the intended target of the spell and places it within a doll (the doll must be fashioned by the caster and can be made of straw, porcelain, wood, etc.). The caster is recommended to perform the spell "When spirits are the strongest," (e.g. from midnight to two in the morning for four consecutive nights). Each night the caster forces iron nails into the doll and sacrifices 5 POW. After four nights (expending a total of 20 POW and 1D6 Sanity), the spell takes effect.

On the fourth night, a "hungry ghost" (a malevolent non-corporeal entity) attaches itself to the target. The "ghost's" insatiable desires constantly influence the hapless victim. Each night the target must make a Hard POW roll: failure costs him or her 5 POW and 1D4 Sanity points. The draining of POW and Sanity causes the target to give into their baser instincts (anger, envy, gluttony, greed, lust, pride, or sloth). The more the target is drained, the greater the manifestation of the baser instincts. The spell's effect continues until the spell is broken (by the will of the caster or by their death), the target goes permanently insane, or another spell is used to dispel the "ghost" (such as **Cast Out The Devil**, page 62).

Deeper magic: wily sorcerers may be able to dictate the manner of their target's behavior, compelling them to specifically "act up" in regards to a desired instinct, such as anger or gluttony.

Alternative names: *Emotional Reduction, Gratification of the Seven Deadly Sins.*

Coyote Dust (Folk)

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** instantaneous

Promotes deep slumber for those in close proximity to the caster. Locating, preparing, and combining the essential wild herbs may take up to a week depending on circumstances and availability. The spells allows for the creation of 1D6 doses of dust.

Once created, a handful of coyote dust (one dose) can be tossed into the flames of fire, creating a large, momentary puff of smoke, effective for everyone within 10 yards of the fire. Everyone affected makes an opposed POW roll versus the caster: if failed, they succumb to a deep sleep for 3D10 minutes. Loud noises or violent activity near the sleepers may wake them prematurely.

Alternative names: *Slumber Powder, Witch Soil.*

Create Amulet

- **Cost:** 10 magic points; 10 POW; 1 Sanity point
- **Casting time:** 1 week

The sorcerer crafts an amulet from a semi-precious gemstone—each type of gemstone has its own unique property that influences the amulet's specific powers, which are amplified by images carved onto its surface by the sorcerer. After creating the amulet, the person whol will wear the amulet must sacrifice something personal to them.

When the enchanted amulet is worn about the neck as a pendant or carried, it can be used to summon the aid of a "supernatural guardian" once per 24 hours. This non-corporeal entity (the nature of which is left to the Keeper to determine) may provide one of the following services (once per 24 hours):

- Heal 5 points of damage.
- Increase the wearer's POW by 10 points for one hour.
- Increase the wearer's STR by 10 points for one hour.
- Increase the wearer's CON by 10 points for one hour.
- Increase the wear's DEX by 10 points for one hour.

The amulet loses its power if it becomes defaced or broken. How long the entity continues to grant boons to the holder is a source of much conjecture among wizards, as some tell of entities growing tiresome and angry at this constant drain upon their energies, causing them to twist the benefit into a curse, or to seek other ways to become free of the amulet's call upon them.

Alternative names: *Varies depending on the benefit produced, e.g. Stone of Blessing, Healing Stone, Snake Gem, and so on.*

Create Bad-Corpse Dust

- **Cost:** 2 magic points
- **Casting time:** 6 hours

Creates a barrier that zombies cannot cross. This powder requires the intestines of a zombie, an ounce of flesh (which must be bitten out by the caster), and the dried and powdered flowers of a rare jungle liana (variations of the spell may call for alternatives). The ingredients are dried, pounded together, and chanted over for several hours, then poured in the desired trail or line. A final chant enacts the powder's power.

The dust creates a magical, invisible wall preventing zombies crossing. This barrier remains until the dust is washed or blown away. One such creation of the dust results in enough to form a barrier about 30 yards long.

Alternative names: *Ward of the Dead, Line of Dust, The Flesh Barrier.*



Create Barrier of Naach-Tith

- **Cost:** variable magic points; 1D10 Sanity points
- **Casting time:** 1 minute

This barrier provides both a physical and magical defense. Each participant in this spell loses 1D10 Sanity points and a variable number of magic points: each magic point expended in the creation provides the barrier 3D10 points of STR. The spell takes 1 minute to cast (during which time all magic points to be used must be expended) and the resulting barrier lasts 1D4+4 hours. Anyone who knows the spell may participate in the casting and contribute magic points.

The barrier is spherical in shape and about 100 yards in diameter. It may be directed around the caster (like a bubble) to protect from harm, or it can be cast to encompass a monster or enemy. Any creature bisected by the barrier's boundary upon its creation is unharmed and thrust outside the barrier. Anything trapped within should be allowed a STR roll opposed by the STR of the barrier; however, if more than one creature is trapped, multiple strengths cannot be combined to escape. A bullet or missile can cross the barrier if the rolled damage (ignore impales) to the barrier is greater than one-fifth of the barrier's STR. If penetrating the barrier, the object inflicts the damage rolled, as if the barrier did not exist, and the barrier is destroyed.

A written copy of this spell is known to be in a great haunted library on a planet orbiting the star Celaeno.

Deeper magic: those harnessing the knowledge and power of the Mythos are able to increase the size of the barrier to 200 yards in diameter.

Alternative names: *Great Ward of Naach-Tith, The Unseen Sphere that Entraps the Demon.*

Create Bulla (Folk)

- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** 1 night

An ancient Roman spell for creating an amulet against possession, suitable for a child. The wizard crafts a small container of gold (for those who can afford it), lead, or leather. Ox blood, moly (a herb), honey, milk, and hair from the chosen recipient of the spell are mixed together in the container; the spell is then cast over the course of the night. Once complete, the bulla is placed around the target's neck within one hour. As long as the target wears the bulla, they cannot be possessed by outside "forces." When a child turns 14 (thus becoming an adult in Roman society), the bulla is believed to lose its efficacy.

Fear of possession by evil spirits often drove Roman families to commission bullae for their children. Usually, the bulla was gifted to the child on the ninth day after birth.

Deeper magic: with the will and Mythos knowledge, a wizard may be able to fashion an amulet designed to protect an adult (possibly costing an increase in magic points or the sacrifice of POW).

Alternative names: *none known.*

Create Charm (Folk)

- **Cost:** 10 magic points; 5 POW
- **Casting time:** 7 days

Enchants a small object to protect against evil forces. Materials are gathered—in Japan these traditionally consist of a small drawstring satchel (*mayoke*), a plaque of wood (*ema*), and a small sheet of paper on which a prayer is written (*gofu*). The spellcaster then writes the desired effect upon the charm—usually a desire for good fortune.

In game terms, a charm temporarily grants one of the following (timescale suggestions given in parentheses):

- A bonus die to the owner's Luck rolls (one use, 1D4 hours, 24 hours).
- A bonus die to Dodge rolls, (one use, 1D4 hours).
- A reduction in damage received; acting as if armor 5 (1D4 hours, 24 hours).

Other boons are possible at the Keeper's discretion. Forms of this spell exist in many cultures.

Alternative names: *Favor of the Gods, Blessing, Gift of the Others.*

Create Child of The Sphinx

- **Cost:** 10+ magic points; 10 POW; 1D10 Sanity points
- **Casting time:** 1+ months

This ancient ritual allows the caster to create a Child of The Sphinx, a golem-like hybrid of human and animal resembling the animal-headed gods of ancient Egypt. The ritual is long and involved, requiring a host of magical components and a large workspace. Once the caster has obtained the head of an animal, the creation ritual may begin on a night of the new moon. The caster places the head into a consecrated vat filled with two gallons of Paut (see **Brew Paut**, page 49) and intones a lengthy chant, investing a number of magic points equal to one-fifth of the SIZ of the original animal. Once the chant is finished, the caster seals the vat and lights a fire



HESTIA LOCKSBY, AGE 136 (APPEARS 35)

Occupation: Witch
Residence: Dunwich, Mass.

STR 35	**CON** 70	**SIZ** 50
DEX 60	**INT** 90	**APP** 35
POW 90	**EDU** 85	**SAN** 00
HP 12	**DB:** 0	**Build:** 0
Move: 8	**MP:** 18*	

*See equipment.

Combat

Brawl	40% (20/8), damage 1D3
Dodge	30% (15/6)

Spells

Many, as the Keeper desires.

Skills

Appraise 60%, Arabic 60%,Charm 40%, Chinese 10%, Credit Rating 90%, Cthulhu Mythos 48%, English 85%, French 40%,German 40%, Ghoul Tongue 40%, Greek 50%, History 80%, Intimidate 45%, Italian 20%, Latin 80%, Library Use 55%, Natural World 80%, Occult 90%, Psychology 50%, Sciences: (Botany) 50%, (Chemistry) 70%, (Cryptography) 80%, (Mathematics) 70%, (Physics) 30%, Sleight of Hand 60%, Spot Hidden 60%, Stealth 55%.

Equipment

Talisman gifted by Nyarlathotep, stores magic points (30 points stored currently). Others at the Keeper's discretion.

Backstory

- **Description:** pale, haggard expression, overly long blond hair, with deep green eyes.
- **Ideology:** people are cattle, to be used and discarded in the service of the Old Ones.
- **Traits:** spiteful, vindictive, repellent.

Born in Cornwall, England, as a child Locksby was always drawn to the darker side of life. Frequenting graveyards, ghoulishly devouring tales of murder and horror, and bullying others, she was ostracized from those of her age and took to wandering hidden paths and secret places. At some point, she became acquainted with a man, known locally as "Ragged Nick," a wizard and priest in the service of the Horned Man (Nyarlathotep), who instructed Locksby in the secrets and mysteries of the Mythos.

Learning all she could from the old man, Locksby eventually murdered Ragged Nick, fleeing with his books and magical devices to travel the world to seek out its darkest recesses and uncover lore that woman was not meant to know. Exactly where she traveled, who she met, and what she did is uncertain and shrouded in hearsay and foul rumor. What is known is that when Locksby had satiated her lust for knowledge in the Old World, she turned her attention to New World and came to reside in legend-haunted Dunwich.

From those few seekers of Mythos wisdom with whom Locksby corresponds, little is fully known as to her intentions and plans. Not a member of any particular cult, but a friend to many cult leaders nevertheless, she has in recent times been seeking certain artifacts and a forgotten tome known only as "*The Severance Aphopsis*." Her epistles to contacts worldwide clearly show her great desire to locate the tome as it, in her own words, "Will give me the last Aklo formula to begin the Great Work." As to what the "Great Work" may be, and its possible consequences, one can be sure it will not be beneficial for humanity.



Opposite: Hestia Locksby by Jonathan Wyke

beneath it. For the next lunar month, the caster leaves the mixture to bubble and percolate. The caster must change the Paut halfway through the process.

On the night of the next new moon, the caster removes the head from the vat. By this time, the head has grown or contracted until it is proportional to a human body. The body donor, who must be alive, is given a powerful mixture of Paut and rare herbs to drink, which causes a deep enchanted slumber. The caster then chants over the body and paints inscriptions on the skin with Paut ink, as well as sacrificing 10 magic points and 5 POW to hold the body's life in suspension. Once the chant is finished, the caster decapitates the body and sews on the animal head using gold thread—this portion of the ritual requires a successful Medicine roll (failure may mean the spell works but the created Child is somehow "wrong"). Once the new head is attached, the caster sacrifices a further 5 POW to awaken the head and give it dominion over the new body. The result is a Child of The Sphinx.

Note: see Malleus Monstrorum *for further information about children of the Sphinx.*

Alternative names: *none known.*

Create Curse Tablet

- **Cost:** 20 magic points; 1D2 Sanity points
- **Casting time:** 24+ hours

The sorcerer must have access to a lead tablet, which they inscribe with the desired curse and then bury (usually in an underground chamber or tomb). Merely burying the thing in a hole in the ground is insufficient; an existing subterranean structure must be used. The curse is traditionally written in either Greek or Oscan. After they bury the tablet, the sorcerer makes an opposed POW roll against the curse's intended target (the sorcerer may permanently sacrifice 30 POW to ensure success). If the caster is successful, the target suffers the effects of the curse; if unsuccessful, the curse has no effect.

The nature of the curse must involve fortune or money. A curse cannot kill someone outright, but may "damage" his or her business, livelihood, and relationships.

The curse is permanent unless the tablet is removed from its burial place. The instant it's removed, the curse is lifted. The target doesn't have to be the one to remove the tablet; anyone can do it, even unwittingly. To re-enact the curse, the spell's costs must be again be spent, while the tablet is reburied.

Alternative names: *Harbinger of Ill Fortune, Thine Enemies Treasures Transformed to Spit.*

Create Curse Whistle

- **Cost:** 30 magic points
- **Casting time:** 1 or more nights

Creates magical musical pipes from the bones of an owl (some variations call for human bone). The creator must expend magic points over the course of one or more nights from the first full moon following the Summer Solstice.

The caster may be assisted with the expenditure of magic points by others who also know the spell. The finished whistle can be used to cast the spells of **Soul Singing** (page 171) and **Pipes Of Madness** (page 150), and possibly others.

Alternative names: *Cry of the Bone Owl, Make Hoot Pipe, Instrument of Doom.*

Create Fetch Stick

- **Cost:** 10 POW; 20 Sanity points
- **Casting time:** 1 year

Enchants a spear-like weapon that can damage or kill extra-planar monsters. To make a fetch stick, the sorcerer first obtains a staff and attaches a sharpened iron point to one end. Over the course of the next year, the sorcerer then sacrifices two humans and 10 POW to the fetch stick, and attaches a skull to the other end of the stick.

The process costs Sanity points and the Keeper should describe it gruesomely. An impaling blow from a fetch stick instantly destroys a zombie or other animated corpse.

Alternative names: *Death Stick, Make Dead Man Bane, Enchant Spear.*

Create Flesh Creeper

- **Cost:** 3 magic points; 5 POW; 1D10 Sanity points;
- Casting time: 1 round

A star-shaped lump of raw flesh must be hacked from a living human for a flesh creeper to be created. The spell empowers the flesh to seek out a designated target. The caster must know the appearance of the target, and know his or her approximate location.

Once the target is found, the flesh creeper leaps onto his or her face and grafts instantly to the skin around the nose and mouth, sealing shut the airways (Sanity loss 0/1D4). Once in place, asphyxiation rules apply (see Other Forms of Damage, page 124, *Call of Cthulhu Rulebook*). After a victim dies, the creeper can detach and seek new prey until the caster's POW in minutes have passed: then the flesh creeper dies.

FLESH CREEPER

STR 15	**CON** 15	**SIZ** 05	**DEX** 75	**INT** 25
APP —	**POW** 05	**EDU** —	**SAN** —	**HP** 2
Damage Bonus: n/a		**Build:** –2	**Move:** 12 flying	
MP: 1				

Attacks per round: 1
Flesh creepers attach to the victim's face and attempt to seal their airways. Once affixed, they maintain their grip and asphyxiate the victim.

Asphyxiation: a CON roll should be made each round; once a CON roll is failed, damage is sustained each round thereafter until death or until the victim is able to breathe.

Seal Mouth	90% (45/18), damage asphyxiation, 1D6 per round.

Armor: must either be cut off or reduced to zero hit points—divide the damage from successful attacks between the creeper and its victim.
Skills: Find Designated Target 99%, Leap Onto Face 75%.
Sanity Loss: 1/1D4 Sanity points to see a flesh creeper. Having one stuck onto your face costs a further 0/1D4 Sanity Points.

Note: see box above for details of a flesh creeper.

Alternative names: *Flesh Familiar, The Loathsome Leech, By thy Skin thy Breath is Sucked.*

Create Gate—see Gate, page 120.

Create Gate Window (Mythos Deities/Very Powerful Sorcerers)

- **Cost:** n/a
- **Casting time:** instantaneous

A version of the **Gate** spell (page 120), which is kept open entirely by the will (minimum POW 125) of a god or great sorcerer, and operated by him, her, or it. The cost for creation is beyond the capability of investigators and the rest of humanity.

In this version, the energizing magic points come from the deity or sorcerer, not from those who actually use the window—the personal POW of the traveler does not limit the distance traveled by the user. As the creator wishes, no sign or symbol necessarily marks the exit or entrance, which may open and close at the creator's will. A Gate Window may be one-way or two-way, as the caster wishes.

Alternative names: *none known.*

Create Golem

- **Cost:** 15 magic points; 25 POW; 1D6 Sanity points
- **Casting time:** 1D6+4 days

Fashions and brings to life an artificial being made of clay. A golem can be a trusted helpmate and defender for its creator, but there is always a chance of the construct becoming uncontrollable, since it inevitably broods on its captivity. Golems cannot speak and can only understand commands of a number of words equal to one-fifth of its INT.

Once the golem has been constructed, a single word gives the golem its life force. The word is inscribed on its forehead, on a clay tablet, or piece of parchment placed under its tongue (the word is usually unique to the culture of the caster and the spell variant). Creation of the golem requires at least one week, a successful Art/Craft (Sculpture) roll, and the necessary spell cost.

While under its caster's control, a golem can be made either active or dormant with the single command word (chosen by the caster). A golem increases by 5 SIZ and 5 STR points for each full 24 hours it is active. When the golem's SIZ exceeds the caster's POW, every day thereafter the creator must overcome the creature's SIZ with their POW in an opposed roll, or the golem leaves the caster's control—active or not. Usually resentful of captivity, once freedom is attained, golems tend to embark on an indiscriminate destructive rampage.

Destroying the source of the word (on its forehead, on the tablet, parchment, etc.) causes the golem's destruction.

Note: see Malleus Monstrorum *for more information about golems.*

Alternative names: *none known.*

Create Mist of R'lyeh

- **Cost:** 2 magic points
- **Casting time:** instantaneous

Causes a dense mist to appear in an egg-shaped volume (10×10×15 feet), directly in front of the caster. The long axis of the cloud is always at right angles to the direction in which the caster faces. The spell obscures vision for 1D6+4 rounds and then evaporates without trace.

Alternative names: *Ye Terrible Cloud, Breath of the Dark Sea, The Dank Fog of Sailors Lost, Raise Fog.*

Create Scrying Window

- **Cost:** 98 magic points; 50 POW; 1D3 Sanity points per session
- **Casting time:** Many weeks

Enchants a piece of glass to create a permanent magic window that allows the sorcerer to look into the past. Using the glass costs the viewer 1D3 Sanity points per session, as well as incidental Sanity losses for viewing particular monsters.

To make a scrying window, the sorcerer must enchant a clear viewing glass with 50 POW. When the glass is enchanted, it must be keyed to a specific time in the past, relative to the date the glass is made. As a key, one could say, "800 years past," but not "1125 BCE". After the glass is enchanted and keyed, 98 pieces of expensive colored glass must be enchanted, requiring 1 magic point each, and fitted carefully into a geometric mosaic with the clear viewing glass at the center. When finished, the central glass shows the site at which it is placed (though at the appropriate time in the past).

The viewing site may be changed by expending 1 magic point and five minutes of concentration per 100 miles or fraction thereof moved.

The glass has obvious limitations: a given scene can be viewed once, for time passes on both sides of the glass, and the glass must be tuned to a spot where things actually happen.

The scrying window has an inherent danger. Any intelligent being viewed may make a Hard POW roll to realize that it is being observed. So notified, the being (if able) could then cast a spell through the window, including a Summon or Call spell which could manifest a monster on the observer's side of the window!

Alternative names: *Create Vision of Things Past, The Mirror of History, Glass of the Ages.*

Create Self-Ward

- **Cost:** variable magic points, POW, and Sanity points per day of casting
- **Casting time:** variable (days)

This mighty spell effectively slows down the advance of age, as well as protecting its user from physical damage. This is a rare and powerful enchantment. Besides the benefit of longer life, the ward-bag (if held or worn) deflects damage equal to the number of magic points sacrificed in creating it. If the ward-bag is not in the possession of the caster but has not been destroyed, he or she receives half of such protection (round up fractions).

The caster must gather personal effects, hair, nail clippings, etc., and place them within a small leather or cloth bag. The caster then spends several days in close contact with the bag; each day uttering ritual chants while expending a chosen number of magic points.

The subsequent rate of ageing depends on the days spent in creating the Self-Ward. If 3 days, 3 magic points per day are spent, and the caster thereafter ages one year for every three. If 6 days, 6 magic points per day are spent, and the caster thereafter ages one year for every six, and so on. On the final day of the ritual, the user must endow the bag with POW points equal to five times the number of days spent creating the Self-Ward, and 1D6 Sanity points for each day.

If the ward-bag is destroyed or emptied, or the caster is killed, this spell is broken. If the spell is broken, the caster rapidly ages until physical age agrees with chronological age (see Aging, page 98, *Call of Cthulhu Rulebook*). He or she also loses a number of CON points equal to the POW placed in the Self-Ward.

Deeper magic: drawing upon their hideous knowledge, insane casters may use the ward-bag to reverse the ageing process by sacrificing the lifeblood of another person. The wizard intones a chant while draining the blood from the sacrifice, collecting this in a specially inscribed copper bowl. The ward-bag is then placed in to the bowl during a new moon. Over the course of five days, the ward-bag soaks up the blood. This process removes 10 years from the caster's age for each day the caster invested in making the bag—thus if 3 days were spent making the bag, a wizard's age would decrease by 30 years.

Alternative names: *Rite of the Ageless Ones, The Old Bargain, Ye Boon of Eternal Youth.*

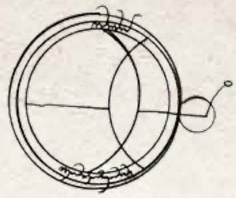
Create Sign of Barzai

- **Cost:** 10 POW; 1D4 Sanity points
- **Casting time:** 1D4+1 hours

Creates an emblem on stone, iron, or cloth whose touch or attachment renders inactive any human being of POW 105 or less. The target can think, perceive, and breathe normally, but cannot move, talk, or cast spells. The power of this spell lasts forever or until the emblem is destroyed.

Deeper Magic: certain copies of the *Testament of Carnamagos* containing this spell have the diagram in error, causing all manner of ill-intended consequences for the caster. It is alleged that a correct version of the sign can be found in *Strange Legends of New England*.

Alternative names: *none known.*



Create Storm (Folk)

- **Cost:** 5 magic points
- **Casting time:** 10 minutes

May be used to summon a storm. The storms are normal in nature and other than perhaps some heavy winds, rain, or snow, cause no direct damage. The rain or snow brought about by this spell can obscure vision and make driving or flying hazardous. The storm lasts for 10+1D100 minutes and will be localized in effect.

Alternative names: *Gather ye Blustery Clouds, Anger of Thor.*

Create Zombi (Create Zombie variant)

- **Cost:** 10 magic points; 10 Sanity points
- **Casting time:** variable days

The target is brought to near death by a paralyzing powder made from blowfish innards and alkaloids. This poison must be inhaled. The target must then succeed in an Extreme CON roll to resist the poison; with a failure, the target falls into a deep trance indistinguishable from death. Horribly, the target is still conscious but incapable of movement as they are put in a coffin and buried alive. A small tube connects the coffin to the surface so that he or she may breathe. During this time, the unfortunate target of the spell must pass a Sanity roll every three game hours or lose 1D6 Sanity points. If the target goes insane during this period, he or she embraces the will of the sorcerer, grateful that the terrors of the grave have been dispelled.

Three nights later, the caster comes to the gravesite and casts the spell. If the caster perceives mental resistance from the target, an opposed POW roll is made between the caster and target. Whether the target is sane or insane, success with the spell drains away all but 1 POW of the target. If the spell fails, the caster may simply cover up the breathing hole and leave the victim to suffocate.

With a successful casting, the sorcerer has created a zombie servant, able to obey simple commands. The unfortunate zombi remains under the spell of the sorcerer, until such a time as the zombi is released—usually meaning the true death of the target or the death of its master.

Alternative names: *Blessing of the Loa, Houngan's Servant.*

Create Zombie

- **Cost:** 16 magic points; 1D6 Sanity points
- **Casting time:** 1 week

A ritual liquid must be poured over a corpse or into the grave where a corpse lies. The Keeper determines the ingredients of the liquid: at least one part should be difficult to obtain legally. The corpse is left to mature. At the end of a week, the caster comes to the grave and intones the binding ritual. At the end of the half-hour chant, the corpse claws its way from the grave and thereafter performs the caster's will. The zombie will perform mundane and simple tasks such as "guard this," "fetch that," or "kill him!"

A zombie created in this manner continues to rot after it has risen. Thus a wizard wishing a constant zombie servant must periodically create replacements.

Alternative names: *Ritual of the Undying, Black Binding, The Ashen Cowl, Raising of the Dead.*

Creation of Venerability (Dreamlands)

- **Cost:** 12 magic points; 1D8 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. Grayish dust blows from the caster's hands toward the target's face. The caster makes an opposed POW roll versus the target of the spell: if the caster succeeds, the target ages horribly, losing 1D10 points each from STR, CON, and DEX, and aging 1D10 years. In addition, the target makes a Sanity roll each round they fail to resist the spell (0/1D6 loss). The spell may be maintained for as long as the caster has magic points to spend (each round after the first costs an additional 10 magic points and requires a new POW roll).

Quick-thinking people may avoid the worst of the spell by jumping into a nearby lake or river.

Alternative names: *Life Leeching, The Grey Smoke of Doom.*

Creeping Loss

- **Cost:** 4 magic points; 2 Sanity points
- **Casting time:** 30 minutes

The caster prepares a sauce during the hours of the moon, made from pounded human ganglia and other diverse ingredients. The sauce tastes something like creamed artichokes but with a hot, peppery aftertaste, and can be served with all manner of meats. The spell creates enough sauce for up to four people per preparation.

When eaten, the sauce causes the eater to experiences horrible cannibalistic dreams in which they gleefully

consume human entrails. Upon waking, the dreamer must make a Sanity roll (0/1D3 loss). The spell may be recast each day to prolong the target's nightmares.

Deeper magic: a more potent variant of the spell not only causes nightmares it also drives the eater to seek cannibalistic delights. Once the sauce has taken effect, the eater is compelled to eat human flesh for 1D4 hours, as well as the loss of 1D4 Sanity points per hour while the spell effects remain (a successful Hard POW roll resists the urge can cancels the Sanity loss). Such unfortunates may seek easy meat by visiting the local morgue or could be driven to get fresher meat by attacking passersby.

Alternative names: *The Desire of Flesh, Unwholesome Delectation.*

Crystal Call (Call Hastur variant)

- **Cost:** 50+ POW; 1D10 Sanity points
- **Casting time:** 1+ hours

The caster must be in possession of a specifically fashioned crystal, which acts as the spell's catalyst. The crystal may be any jewel; it is the design of the jewel, the inter-relationship of the facets and angles, which creates the spell. In fashioning the crystal, the caster must temporarily expend 50 POW to imbue the stone with its magical energy (POW is recovered after 6 days). Once the crystal is complete, it has a residue of magical energy that never dissipates.

When using the crystal as part of the calling rite, the caster focuses on the crystal and channels 25 POW into the rite while chanting the incantation; providing a base 25% chance of calling Hastur. A drop of human blood must also be dripped onto the stone.

Note: also see ***Seal Pit*** *(page 163).*

Alternative names: *Imbue Crystal of Summoning.*

Crystal World (Dreamlands)

- **Cost:** 8+ magic points; 1D3 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. The spell costs 8 magic points per hour of duration. A glassy sphere (7-foot diameter) forms around the caster, who is thereby insulated against extremes of heat and cold. Even if the caster is flung into a blast furnace, they are safe so long as they maintain the Crystal World. The globe is airtight, and continually generates fresh air so the magician cannot asphyxiate. The magician inside cannot move except by clumsily rolling the globe along the ground, by being towed, or pushed by outsiders. The globe could be broken by a sharp blow (causing at least 5 damage) or an explosive spell.

Alternative names: *Sphere of Fiery Redemption, The Ball of K'Petel.*

Curse (Folk)

- **Cost:** 1D3 magic points; 1D6 sanity points.
- **Casting time:** 1 round

The caster mutters a curse (which must be heard by the target) causing physical or mental harm. The caster must overcome the target's POW in an opposed roll. If successful, the target loses 10 characteristic points (chosen by the caster from STR, DEX, CON, APP, INT, or POW) for 1 day (until the following dawn). The characteristic may not go below 1 point.

Deeper magic: variations of this spell may target specific senses, like hearing, eyesight, and smell (causing the inability to use certain skills, increased difficulty levels, or penalty dice).

Alternative names: *Evil Eye, Witch Word, Hex.*

Curse of Apophis

- **Cost:** 6 magic points; 1D4 Sanity points
- **Casting time:** 4 rounds

Creates a misty veil that blocks out extraterrestrial light and limits visibility. By making an appeal to Apophis (or Apep), the Egyptian Serpent of Chaos, the caster can blot out sunlight, moonlight, or starlight in a 100-yard radius. Spells or rituals requiring any such celestial bodies to be visible are unable to be completed until the mist clears. The spell lasts for 30 minutes. Visibility is reduced to 10 feet during the day, or to total darkness at night, unless an artificial light source is present. No other weather-related phenomena, such as wind, temperature, or precipitation, are affected by this spell.

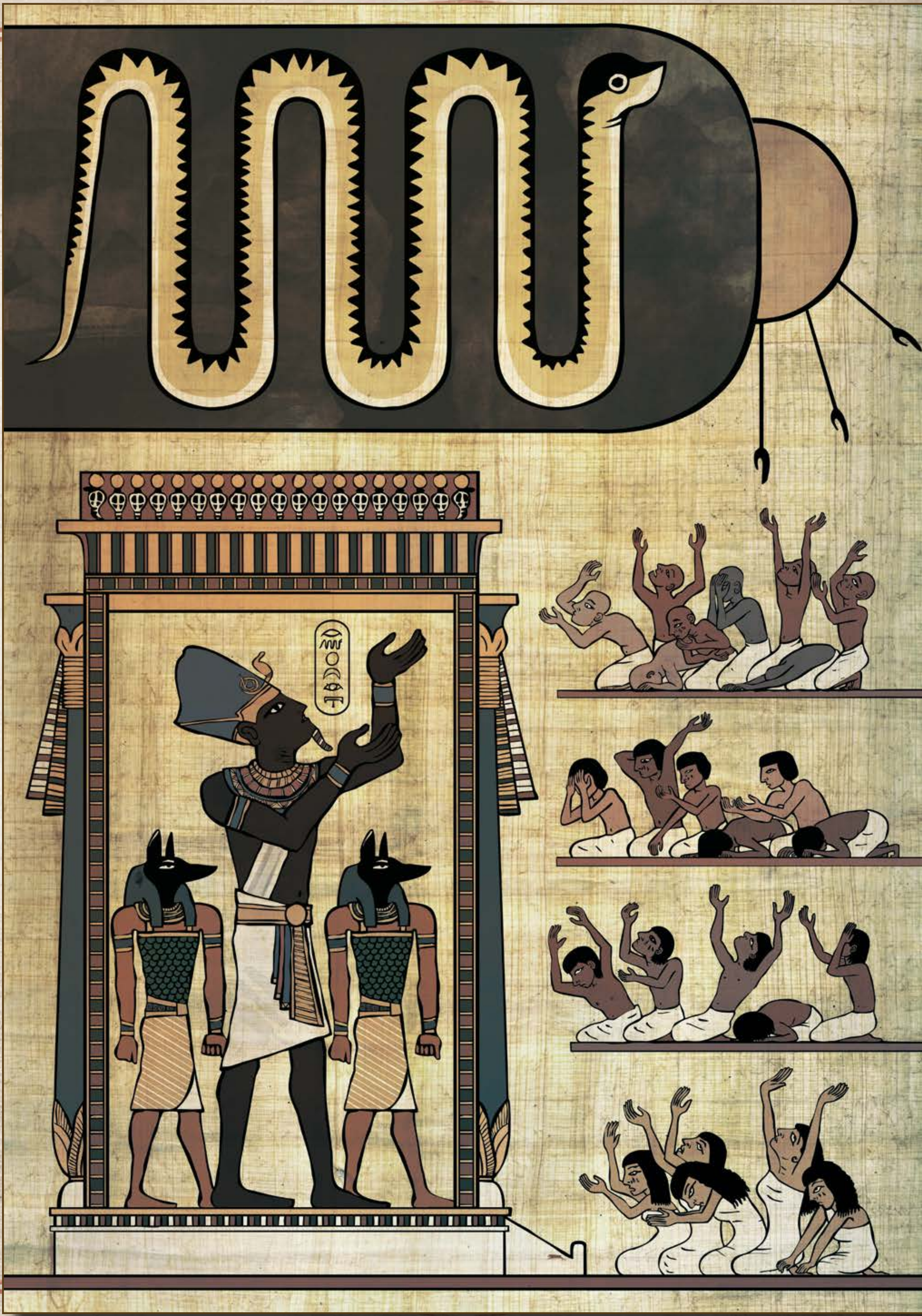
Alternative names: *The Blinding Smoke, The Impenetrable Cloud of Despair.*

Curse of Chaugnar Faugn

- **Cost:** 1 magic point per hour of chanting; 1D3 Sanity points per 12 hours of chanting
- **Casting time:** 12 hours of chanting per week (2+ weeks)

This dreadful spell causes a human target to be devoured by Chaugnar Faugn. Casting the spell requires a tiny fragment of flesh from the target as a focus and twelve hours of chanting per week. The caster must be a sworn worshiper

Opposite: Curse of Apophis, a leaf of papyrus by Juan Barba



of Chaugnar Faugn. The spell works regardless of distance; the caster must win an opposed POW roll with the target (each week of casting beyond the second grants a bonus die to the caster).

The first night (following the first week of chanting) and for each night thereafter, the target's dreams are filled with horrible visions sent by Chaugnar Faugn. Soon he or she suffers from trance states in which physical attempts are made to reach the god and be accepted as a living sacrifice. These trances become longer and more frequent until the target succeeds. That interval might be one-fifth of the target's POW in days; however, a strong-willed individual may fight-off the effects for a number of days up to the value of their POW (Hard POW roll). Eventually the target will find some way to become a sacrifice and will be devoured—the flesh fragment possessed by the caster instantly rots, demonstrating that the spell has concluded successfully.

Alternative names: *The Blessed Touch of Chaugnar Faugn, The Black Dreams of Tsang, Fevered Sleep of the Most Ancient Servants of the Blood.*

Curse of Darkness

- **Cost:** variable POW; 1D6 Sanity points
- **Casting time:** 3 minutes

Forces a being from another plane of existence or dimension to return whence it came. A group surrounds the caster; all must know the spell and all chant it for at least three minutes. Each participant must sacrifice 5 POW, except that the caster may contribute none or as many points as desired. For each point of POW sacrificed, the chance of success rises by 2 percentiles. The entity has little chance to resist or evade the spell once it has begun. To be effective, the being's name must be known or it must have been seen by one of the circle or the caster. The entity must be nearby, within a couple of miles.

Alternative names: *Banishment of the Awful Foulness, The Rite of Return.*

Curse of the Putrid Husk

- **Cost:** 5 magic points; 10 Sanity points
- **Casting time:** 1 hour

Brings sanity wracking illusions to the target of the spell. The target perceives that his or her skin is visibly rotting and corrupting. The outward appearance seems to deteriorate swiftly, so that great rents and tears occur through which internal organs begin to tumble out (with the target losing 1D10 Sanity points in the process). Thereupon the target faints and awakens in a few minutes, whole and normal.

For the spell to take effect an opposed INT roll must be made between the caster and target—impose one penalty die on the target if the spell is cast at night while the target is sleeping. The entire cycle of effect takes about twenty minutes. Note that repeated applications can drive a target insane.

The caster must know the target, and the caster must have a personal object belonging to the target as a focus. The experience of the spell is devastating; however, successful Psychoanalysis can help the victim come to terms with these inexplicable dreams and hallucinations and restore half of the Sanity loss.

Deeper magic: as described, the illusory effect of the spell is apparent only to the target. For an extra 5 magic points, the illusion of the spell affects everyone; observers should make a Sanity roll (0/1D6 loss). For the cost of 20 magic points, 25 POW, and 20 Sanity points the caster can make the spell actually physically happen: each round the target also suffers 1D6 damage until death or until the caster is somehow prevented from continuing the spell.

Alternative names: *The Insidious Nightmare, Summon Seven Devils to Afflict Thine Enemy, Wither the Mind of the Weak.*

Curse of the Rat-Thing

- **Cost:** 20 magic points, 5 POW; 1D10 Sanity points
- **Casting time:** 1 day

When cast upon a corpse, dead within 24 hours, it causes the target's spiritual essence to settle into the newly created body of a rat-thing.

The disintegrating corpse forms the substance of the rat-thing. The rat-thing's face closely resembles a malevolent version of the target's own face. As the Keeper wishes, being reborn as a rat-thing may cost a person's total Sanity and perhaps force full-fledged membership in that evil species (considering the target was already dead, this seems highly likely).

Alternative names: *Birthing of the Rat Familiar, Transformation of Two into Four, Creation of the Rat Faced Servant.*

Curse of the Stone

- **Cost:** 9 magic points; 1D10 Sanity points
- **Casting time:** 2 rounds

Causes horrible hallucinations in the mind of the target. An ensorcelled stone tablet is required; one could be enchanted for the purposes of this spell by chiseling a sigil into a small stone slab and sacrificing 4 magic points, or an **Enchanted Stone Tablet** (page 111) may be used.

Either the caster or the target of the spell must hold the tablet, and the target must be visible to the caster. For the spell to take effect the caster must succeed in an opposed POW roll with the target. The spell being successful, the target is instantly overwhelmed with dreadful hallucinations, losing 1D4 Sanity points and continues to be blinded and misled by phantoms each round until they make a successful POW roll (the round following the spell taking effect). Once the target has made a successful POW roll he or she continues to be plagued by nightmares (costing 1 Sanity point per night). To lift the curse, the target needs ingenuity—either killing the caster or getting him or her to repeal the spell.

Alternative names: *Bring Forth Ungodly Nightmares, Demons of the Mind, Ye Phantom's Bite.*

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Dampen Light

- **Cost:** 1 magic point; 1D3 Sanity points
- **Casting time:** 3 rounds

The caster creates a zone of darkness through the playing of music from enchanted pipes or a flute. The caster must be able to play the instrument, which must already be enchanted.

The darkness is centered on the musician caster and moves with him or her. Each magic point expended increases the zone of darkness by 1 yard (radius). From the third round of playing, all light around the caster is drained away, effectively blinding everyone nearby, including the caster. The music must be played continuously for the darkness to remain.

Alternative names: *The Demon's Piping, The Minstrel's Curse, Melody of the Black.*

Death Spell

- **Cost:** 24 magic points; 3D10 Sanity points
- **Casting time:** 1D3 rounds

Reserved for only the most foul of sorcerers, this spell causes a bewildered victim to burst into flame. The target must be within ten yards of the caster. For the spell to take effect the caster must succeed in an opposed POW roll with the target during each round of concentration. After 1D3 rounds of concentration, the target's skin forms large blisters and he or she loses 1D3 hit points. In the next round, the target loses an additional 1D6 hit points; on the third and following rounds, he or she bursts into flames, losing 1D10 hit points. The stench of burning hair and flesh is overwhelming; all witnesses should make Sanity rolls (1/1D6 loss). It is impossible to render aid, since the horrified victim burns from the inside out. Killing or causing a major wound to the caster stops the spell, otherwise it will continue until the target is dead.

Deeper magic: rather than cause the target to suffer the effects of this spell in near instantaneous fashion, the caster may elect to prolong the spell over a course of days to enhance the suffering. The caster spends 34 magic points in casting this version of the spell; however, the caster does not need to be physically near the target—instead the caster must possess a piece of the target (hair, nail clipping or skin, etc.), allowing the spell to be cast from any distance. The spell begins on the following day of casting and lasts for however many days it takes to kill the target. For the spell to take effect, an opposed POW roll must be made between the caster and the target each day. On the first day the target suffers a 2 hit point wound, then a 4 hit point wound on the second day. Thereafter, the wound size increases by 2 hit points each day (6, 8, 10, 12, 14, etc.). 1D3 points of Sanity are lost each day as the target realizes his or her terrible fate. On the day that hit points are reduced to zero, the target's body is consumed in a ball of flame.

Alternative names: *Ye Dreadful Pricking, The Curse of Fiery Doom, Cthugha's Embrace.*

Death's Breath

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** 3 rounds

Over the course of 3 rounds, a dense shadowy mist exudes from the caster's mouth to fill an area of 3 × 3 × 3 cubic yards per 2 magic points invested; each measure of volume requiring one game round to secrete. The mist obscures vision and can douse small lights, such as candles, and only the strongest light penetrates at all. The senses of touch and hearing are benumbed, freezing air blunts the sense of smell, and it unnaturally withstands even the force of wind. Once the caster has finished breathing out the mist, it remains in place for 1D10+5 rounds and then evaporates without trace.

Alternative names: *Choke of R'lyeh, The Caressing Icy Hands of Hell.*

Deflect Harm

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** instantaneous

A defensive spell that negates various physical attacks upon

the caster by invoking the secret names of the Outer Gods. The caster intones the awful names and holds out a hand toward the source of attack. Until dropping the hand, the caster may deflect successive attacks by expending magic points equal to the rolled damage for each attack. If an attack would have missed, no magic points are expended. Upon dropping of the hand, the spell ends. The spell may be recast. The caster may deflect any number of attacks until out of magic points—the caster may choose to continue the spell by burning hit points; however, this may be counterproductive! He or she may choose which attacks to deflect and from which attacks to take damage, but must choose before knowing what the actual damage will be. Lacking the points to fully stop a particular attack, the spell ends and the attack hits or misses as it would in ordinary circumstances.

Alternative names: *Sorcerer's Shield, The Unassailable Cloak, Recitation of the Outer Ones.*

Deflection (Dreamlands)

- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** instantaneous

This spell may only be cast in the Dreamlands. By waving their hand in front of them, the caster causes offensive spells targeted against them to be knocked aside. To determine whether or not Deflection works, the caster makes an opposed POW roll against the caster of the attacking spell. If the opponent fails to overcome the Deflection, the attacking spell is knocked aside harmlessly.

Deeper magic: the caster may cause the deflected spell to "hit" another within their line of sight (but not the original spell's caster). Wizards, for many centuries, have been trying to find a way of reproducing this spell in the Waking World but little to no success. Should such a wizard be able to perfect the formulae for the Waking World, their powers would be most impressive.

Alternative names: *Arcane Refraction, The Formulae of Digression.*

Defy Gravity

- **Cost:** 5 magic points; 1D3 Sanity points
- **Casting time:** instantaneous

Allows the caster to reorient gravity around their physicality by 90 degrees or 180 degrees for 4D6 rounds. The caster could treat a wall as the floor, or could drop to the ceiling and walk upon it as if it were the floor (a handy way to hide in a dark room). Treat obstructions, changing surface conditions, and so on as if normally encountered. The Keeper always makes the roll for the spell's duration in secret. Those falling to the ground when gravity reasserts itself may suffer from falling damage as appropriate to the height of the fall.

Deeper magic: the caster is able to increase the area of the spell's effect to affect those within 10 feet. It is recorded that the wizard known only as "Shudook" believed this spell could be super powered, allowing him to be flung from the surface of the Earth to the Moon and beyond. Accounts speak of finding a grim crimson mess in the spot where Shudook was believed to have attempted his supercharged version of the spell.

Alternative names: *The Topsy-Turvy Rite, Mastery of Elements, Principles of Force.*

Demon Senses

- **Cost:** 5 magic points; 1D4 Sanity points
- **Casting time:** 30 minutes

Effectively doubles the caster's hearing sensitivity or visual acuity, bringing sounds twice as close or doubling vision magnification. Grants a bonus die to Listen or Spot Hidden rolls for 1 hour.

Deeper magic: at the time of casting, the caster may increase the magic point expenditure to 10 magic points, allowing the caster to benefit from both enhanced vision and hearing. One variation of this spell does not enhance sight or hearing, but rather attunes the caster's extra-sensory perception, enabling the caster to sense the unseen realm of spirit (this may, at the Keeper's discretion, include awareness of invisible non-terrestrial entities).

Alternative names: *Sight of the Eagle, Smile of the Predator, P'Kan's Acuity.*

Destroy Spawn of Yig

- **Cost:** 2 magic points; 1D4 Sanity points
- **Casting time:** 1 round

The caster recites a song that destroys an un-hatched or recently hatched spawn of Yig. The egg the spawn must have been exposed to sunlight before the spell is sung. It takes one round to sing the spell and a successful Art/Craft (Singing) roll is required for the spell to be effective: if successful, all un-hatched or recently born spawn within 10 feet of the caster wither and die.

Deeper magic: records of some sorcerers recount that despite this spell being successful, the caster is somehow cursed by Yig in revenge for destroying the Great Old One's young. The form of this curse may be mild or strong, depending on the size of affront afforded to Yig: from an indelible mark of a serpent appearing on the caster's body to the caster's tongue metamorphosing into that of a snake's. Whether there is truth to any of these tales is left to the Keeper to decide.

Alternative names: *Damnation of the Serpent Lord, Withering of the Cursed Young.*

Detect Enchantment

- **Cost:** 6 magic points
- **Casting time:** 20 minutes

Allows the caster to detect the baleful glow of curses, Evil Eyes, and other harmful enchantments that have been cast on humans, animals, or crops. A simple chant is conducted over the object in question. If a curse or hex is being enacted, a tearing pain is felt in caster's stomach.

Alternative names: *Discover the Machinations of the Devil, Sense Evil Eye, Observance of Pollution.*

Detransference

- **Cost:** 10 magic points; 10 POW
- **Casting time:** 1 round

This spell is a guarded secret of the Brotherhood of the Skin and reverses the **Transfer Body Part** spell (page 181). Oppose the caster's POW with the target's POW: if the caster succeeds, the borrowed organs and fleshy members appear in the caster's hands, sodden and rotting. Bereft of vital organs, the target normally dies quickly. The spell costs no Sanity points unless it succeeds, in which case, it costs 1D10 Sanity (unless the caster has experience as a doctor or nurse).

Note: see Horror On The Orient Express *for details concerning the Brotherhood of the Skin.*

Alternative names: *none known.*

Devolution (Dreamlands)

- **Cost:** 24 magic points; 1D10 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. The caster makes an opposed POW roll against the target: if the caster is successful, the target descends the evolutionary ladder, and in 1D6 rounds transforms into an animal-like thing, sprouting hair everywhere and growing a snout. The change complete, the unfortunate victim attacks those nearby (companions and others alike), using hands and feet for 1D6 rounds, strangling and scratching, apparently without reason. Witnessing this metamorphosis calls for a Sanity roll (1/1D6 loss). The subsequent character and intelligence of the target is for the Keeper to determine.

Alternative names: *Growth of the Animal, The Wicked Curse of the Beast.*

Dho Formula

- **Cost:** 5 magic points; 1D4 Sanity points
- **Casting time:** 5 minutes

An ancient magical formula that grants the caster visions of distant locales. Certain mantras are recited, with each allowing visions of a specific place or time. The caster must recite the Dho Formula and then repeats the desired mantra (each mantra costs a specific amount of Sanity to recite), with overall success determined by a Hard POW roll. If successful, the caster is granted a 10-minute vision, which can be extended by one minute for each additional magic point spent. Note that Sanity losses may be accrued for the locale and any entities seen. This spell can potentially allow the caster to see into other dimensions (like the Dreamlands) or into the past or future of this dimension. Visions of the extreme past will not attract the attention of the hounds of Tindalos.

A wide range of specific mantras are to be found across tomes of the Mythos but, in many, cases these are hidden or obscured within the text and may only be discovered through a full reading of the tome. Following are some of the more common mantras, many others exist:

- **Mantra of the Inner City:** a hidden place beneath the Earth's crust (0/1D4 Sanity cost).
- **Mantra of the Ultimate Gulf:** a place in the void beyond space and time (1D3/1D8 Sanity cost).
- **Mantra of the Sleeper:** R'lyeh, the city of Cthulhu (1D4/1D8 Sanity cost).
- **Mantra of the Dreamer:** the Dreamlands (0/1D3 Sanity cost).
- **Mantra of the Soul of the Universe:** the Court of Azathoth (1D10/1D100 Sanity cost).
- **The Yellow Mantra:** Carcosa, city of Hastur (1D4/1D8 Sanity cost).

Deeper magic: accounts speak of a second component to the Dho Formula, known as the Hna Formula, which

supposedly grants the caster the power to magically travel to any place seen through the Dho formula. To date, the Hna Formula has remained an enigma; many wizards have spent fruitless years pouring over tomes to locate the hidden mathematics and vocalizations that form the Hna Formula. Some have subsequently stated that the Hna Formula is a false path, as it doesn't actually exist, or that it can only be found and used when the Stars Are Right.

Alternative names: *Dhorian Chant of Far Seeing, Incantation of Sight.*

Dionysian Revels

- **Cost:** 2 magic points; 1D6 Sanity points
- **Casting time:** 5 minutes

Originally used by priests of Dionysius to whip other worshippers into frenzy. The caster must make a successful Art/Craft (Sing, Dance, Musical Instrument, etc.) to begin their dance. They then begin casting the spell as they weave their way through the revelers. Each person witnessing this dance must make an opposed POW roll against the caster or they too begin dancing without heed to their surroundings or circumstances for 1D10 hours. For each hour of such exertion, a reveler must make a Hard CON roll or fall unconscious.

Once satisfied with the revels they have engendered, the caster may sacrifice an additional magic point to break free of the dance; the other dancers must continue until the spell expires or they collapse. For every dancer who collapses, the caster gains 1D4 magic points, as long as they remain within sight of the revelry.

Alternative names: *Lord of the Dance, Connivance of Frolics, The Unending Revelry.*

Disembodiment

- **Cost:** 15 magic points; 1D4 Sanity points
- **Casting time:** 10 minutes

Frees the target's soul of its material envelope. If cast at another person the caster must win an opposed POW roll: if the caster is successful, the target makes an immediate Sanity roll (1/1D6 loss). While disembodied, the target's body remains unconscious and the spirit and body maintain a magical connection (commonly imagined as a silvery filament) over any distance. The spirit will know if its body suffers damage and the body reacts if the spirit loses magic points or POW. If the spirit is destroyed, the body also dies.

A disembodied spirit can sense the mundane world as if viewed through a mist or gauze, can sense other spirits—embodied or not—and can initiate spirit combat with either an embodied or disembodied spirit. The spell also allows the caster to sense if two or more spirits inhabit the same body and the caster may choose which spirit is targeted. If the spirit resists, spirit combat may be initiated: if the caster wins such a combat, the spirit can be driven out of the body. The caster runs the risk of the hostile spirit possessing them if they should lose the spirit combat.

The disembodied spirit may cast spells but can't otherwise physically interact with the mundane world.

*Note: see **Spirit Attacks and Possession**, page 14.*

Alternative names: *Cast Off Thy Flesh, Spirit Sight, Limbo Journeying.*

DISMISS DEITY

- **Cost:** variable magic points
- **Casting time:** 1+ minutes

A deity who does not want to leave Earth may be dismissed. Every Dismiss spell differs; the caster must know the specific Dismiss spell for the particular deity. To perform the dismissal the caster firstly invests 1 magic point per 25 POW (round down) possessed by the deity—this grants an initial 5% chance to dismiss the god and enables the process to begin.

***For example:** Cthugha has 210 POW and so 8 magic points are needed to "open the way" to dismiss this terrible monstrosity.*

Once the way is prepared, the sacrifice of more magic points can force the deity to depart. In this, the second stage, each new magic point sacrificed increases the chance that the deity leaves by 5 percentiles. Sacrificing 10 more magic points adds +50 percentiles to the chance. As with the **Call Deity** version of the spell (page 53), a group of people can assist one another to cast Dismiss Deity (each Dismiss spell may limit the amount of magic points a "helper" can contribute, whereas the main caster may invest as many as desired). The spell takes at least 1 minute to perform plus 1 extra round per additional participant who donates magic points.

***For example:** 8 magic points opens the way for Cthugha, representing a 5% chance for dismissal. Sacrificing 10 more magic points increases the chance to 55%. To have a 99% (the maximum achievable) chance of dismissing Cthugha, those*

assembled must sacrifice 8+19 magic points in the two stages, a total of 27 magic points.

Roll 1D100 against the total chance for the dismissal. As with Call Deity, the caster is the focus of the spell; other members of the group can contribute magic points. While Call Deity spells always require special conditions and rituals, the Dismissal spell may be cast anytime, anywhere (but note, there are sometimes exceptions to this rule, at the Keeper's discretion).

While many Call Deity spells include a dismissal component, there are numerous instances where such a spell does not contain the necessary dismissal. Incomplete spell transcriptions, lack of knowledge, and evil intent on the part of the transcriber are all possible reasons why the dismissal elements could be missing. In such cases, those wishing to dismiss a deity will need to seek for the appropriate Dismiss spell.

Alternative Dismiss Deity spell names: when composing alternative names for Dismiss Deity spells, consider the following words for inspiration:

- Banishment
- Repudiate
- Bane
- Exile
- Renounce
- Oust
- Repel
- Dispel
- Cast Out
- Evict
- Disavow
- Exorcise

Try to use evocative and subtle names for the actual Mythos deities rather than simply using their common names. Many cultures will name such entities in differing ways. There's no reason why a spell name concerning Yog-Sothoth couldn't reference the being as, *The Hideous Spheres, or The Unquenchable Thirster of Souls*, and so forth.

Dismiss Spirit

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 1+ hour

Causes a spirit to return whence it came, including returning a disembodied spirit to its original physical body. Different cultures have differing practices in terms of the ritual, components, and location required to perform the dismissal. The caster must invest an amount of magic points equal to that of the spirit (i.e. one-fifth of the spirit's POW), and then make an opposed POW roll with the target spirit: if the caster is successful, the spirit is dismissed. Up to two willing assistants, who also know the spell, may spend 10 magic points to support the caster, adding a bonus die to the opposed POW roll.

Note: *spirits bound in some manner to a non-living object (such as a magical item or relic) are not affected by this spell.*

Alternative names: *Exorcism, Ostracize the Devil, Repulsion of the Ghost.*

Dissolve Skeleton (Dreamlands)

- **Cost:** 8 magic points; 1D10 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. Losing an opposed POW roll with the caster, the target's bones vanish. The target collapses on the floor: a heap of folded, quivering flesh, provoking a Sanity roll (1D20/1D20+5 loss). The victim might asphyxiate, lacking structure with which to keep the air passage clear, or the other investigators might be content with toting around their jelly-like friend in a hand-basket. At the Keeper's option, a successful Dreaming roll (or another spell) might restore the victim's bones. Witnessing this dissolution calls for a Sanity roll (1/1D6 loss).

Alternative names: *Liquefy Bones, Touch of the Worm, The Obscene Oozing.*

Divination

- **Cost:** 1+ magic point (per participant); 1D6 Sanity points
- **Casting time:** 1 round

The central component to the spell is a bowl of water situated in an elevated position, around which are placed mild opiates in incense burners. The receptacle is positioned in the center of a circle, twenty feet in diameter, marked with salt or chalk, inlaid with a pentagram. The caster and four assistants stand at the points of the pentagram and chant prayers to Yog-Sothoth, beseeching the deity for a glimpse of their future. The caster and each of the four assistants offer a drop of their blood into the bowl, spending 1 magic point and 1D6 Sanity points each.

Upon successfully casting the spell, all who look into the bowl and breathe in the burning opiates may make a POW roll: failure means that nothing has happened for the viewer, but costs an additional 1D4 magic points; success means that the viewer sees an image from their near future reflected upon the gleaming surface of the water, and costs an additional 1D6 magic points. Any shocking images they might see could prompt further Sanity loss.

The bowl retains its power for 1D4 hours. During this time anyone, not just those who helped in the casting, can use it to discern a moment of their future. Viewers may attempt to see multiple glimpses of the future, making the POW roll in each instance, and paying the same costs detailed above for each success and failure.

***Keeper note:** predicting the future in scenarios is troublesome, as events in play can often dramatically alter the course of an adventure. As such, choose with great care what visions investigators receive with this spell; make them ambiguous and fuzzy enough to fit an array of potential circumstances later in play.*

Alternative names: *Rite of Augury, Soothsaying, Water of Destiny.*

Dominate

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** instantaneous

Bends the will of the target to that of the caster. For the spell to take effect the caster must succeed in an opposed POW roll with the target. If successful, the target obeys the commands of the caster without exception until the next round concludes.

The spell can affect only one individual at a time and has a maximum range of 10 yards. Obviously the command or commands must be intelligible to the target; the spell may be broken if a command contradicts the target's basic nature (such as instructing a human to fly).

Dominate can be cast and recast as many times as the caster finds possible, allowing a target to be controlled without interruption for several minutes. Each casting of the spell has the same costs and limits. Recasting is instantaneous.

Alternative names: *Command of the Wizard, The Chant of Possession, Baleful Influence, Speake to the Inner Voice.*

Dowsing (Folk)

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** 1 round

The caster crafts a fetish (investing 4 magic points), which is used as a location indicator, and also defines the substance to be found with the fetish. The substance may be anything familiar to the caster and of a clear and definable nature: water, silver, gold, and so forth. The fetish may be a peculiarly bent twig, a bauble on a string, a sliver of wood floating on water, or other device (perhaps appropriate to the nature of the substance sought). The effects of the spell penetrate up to 6 feet of intervening material and lasts for 30 minutes, allowing the caster to track down the substance by the way the fetish points or moves.

Option: if using **Ley Lines** (see page 19), Dowsing may also locate the existence of ley lines and vortices.

Deeper magic: with the right kind of knowledge, the caster may track down things of the Mythos, such as deep one spore, byakhee blood, or the brood of Eihort. For such instances, a successful Cthulhu Mythos roll is required.

Alternative names: *Water Witching, Create Diving Rod, Locate Treasures, Find Substance.*

Drain Youth

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** 1 round

Allows the wizard to permanently drain 3D20 points of CON, STR, or APP (caster's choice) from the spell's target. The caster must win an opposed POW roll with the target for the spell to take effect. The effect manifests as if the target was suffering from advanced aging, relevant to the amount of points lost and the characteristic involved. A loss of CON or STR might mean increased frailty, while a loss of APP would take a more cosmetic toll, manifesting as severe wrinkles, loss of hair, and so on. The change is permanent unless the target can find some way to reverse or alleviate the effects. Certain wizards claim that the spell can be recited backwards, effectively replenishing the drained points—whether there is any truth to such statements is unknown.

Deeper magic: a foul variant (costing 12 magic points) allows the caster to possess the drained characteristic for a period of 24 hours. Thus, if the target has been drained of 10 points of STR, the caster's STR is increased by 10 points for 24 hours.

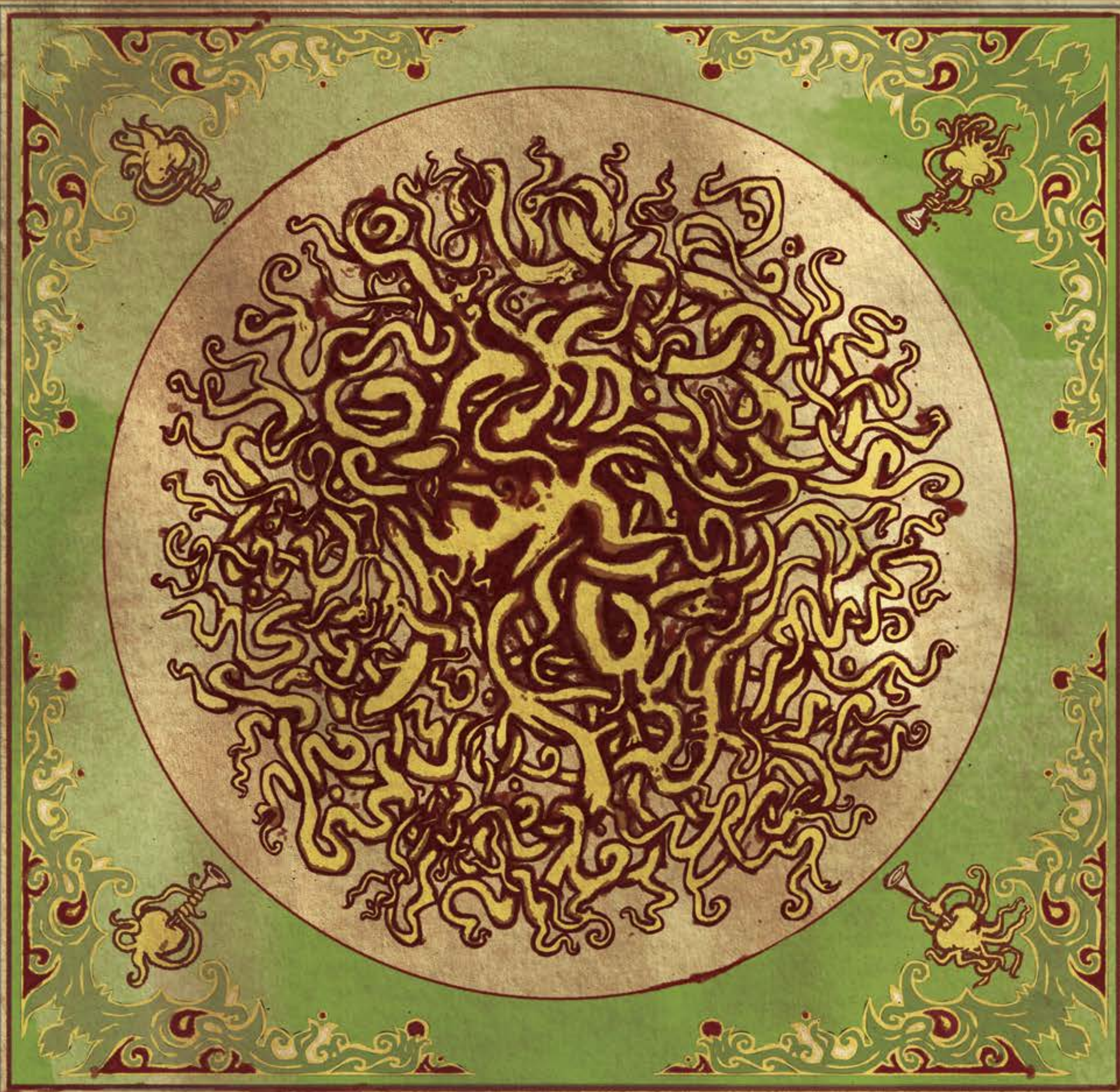
Alternative names: *Withering, Hasten the Passage of Days, The Wasting.*

Dread Curse of Azathoth

- **Cost:** 4 magic points; 1D6 Sanity points
- **Casting time:** 1 round

The sorcerer draws upon the energies of the Outer God to directly drain POW from a target. By repeating the secret name of Azathoth, one can generate respect and fear in any being conversant with the Mythos, for to know the name implies that one knows the secret Last Syllable. Said alone, the Last Syllable may be directed against a foe. For the

Opposite: Dread Curse of Azathoth by Juan Barba



التحدث باسم سوجه ضد
عدو لجلها تشعر
جبروت نحوت عزة





spell to take effect the caster must succeed in an opposed POW roll with the target. If the caster is successful, the target loses 3D6 POW.

Deeper magic: truly mighty wizards are able to consume the drained POW in order to increase their own POW characteristic (and magic points).

Alternative names: *Utterance of the Last Syllable, Ye Doleful Leeching, By the True Name Thy Power is Sapped.*

Dream Vision

- **Cost:** 3 magic points
- **Casting time:** 1 hour

Brings forth dreams or nightmares portending to the future. May be cast upon the wizard him or herself, or at a chosen target (the wizard must be able to see the target). The spell may involve the ingestion of certain hallucinogenic plants or compounds. The dreams are unusually vivid, although the information related is usually cryptic and metaphorical in nature and imagery—may also cost Sanity points, depending on the content of the dream.

Alternative names: *Vision Sleep, Slumber of the Unwise, Scrying at the Door of Nightmares to Come.*

Drown Mind

- **Cost:** 4 magic points; 1D3 Sanity points
- **Casting time:** 1 round

The target of the spell falls unconscious for 1D20 × 10 minutes. Additional people can be targeted at the cost of an additional 4 magic points each. The caster needs to win an opposed POW roll against their target. Note that the caster may pay double the magic point cost to gain a bonus die to the opposed POW roll. Victims of the spell awake suffering nausea, temporarily suffering a penalty die to all physically related skills for 1D4 × 15 minutes. If a target successfully resists, they remain conscious but feel as if they are falling into a bottomless well; they are still afflicted with nausea (and the associated penalty die) for 15 minutes.

Alternative names: *Cascades of Nerves, Mind Gouge.*

Dust of Suleiman

- **Cost:** 10 magic points (per 3 doses)
- **Casting time:** 24+ hours (1 round to apply 1 dose)

Creates a grey-green powder that harms unnatural beings from other planes of existence. The powder requires the dust from an Egyptian mummy at least 2,000 years old and each such mummy suffices for three doses of the magic dust. The ingredients also include frankincense, sulphur, and saltpetre. Creating the compound can take as little as 24 hours to many days depending on the competency of the caster and accessibility to the ingredients.

When used, an incantation is spoken as the dust is being sprinkled. Thrown over a being not of this Earth, the entity loses 1D20 hit points per dose (ignoring armor). It takes one round to apply a dose. A Throw or Cthuhu Mythos roll may be required at the discretion of the Keeper.

The powder works only on extraterrestrial and other planar beings, thus the powder would harm a dimensional shambler, Yog-Sothoth or a mi-go, but is useless against a shoggoth, ghoul, or a deep one.

Alternative names: *The Egyptian Powder, Protection of the Dead.*

- E -

Earthly Serenity (Folk)

- **Cost:** 3 magic points
- **Casting time:** 1 round

Inhibits the ability to feel pain and brings a calm state of mind for a limited time to the recipient of the spell. Once cast, the spell causes its target to feel no pain for one hour: rolls to remain conscious (caused by reduced hit points and/or major wounds) are ignored during this period, and the target receives a temporary boost of 2 hit points (lost when the spell ceases). In addition, for one hour, the target's mind is serene: phobias or manias can be ignored, and Sanity losses are noted but not deducted until the spell's effect ends (any Sanity loss is deducted in full at this point, which may provoke a bout of madness, and so on).

Alternative names: *Bind Pain, Mantra of Tranquility, Manifestation of the Divine.*

Effigy of Hate

- **Cost:** 12 magic points; 45 POW; 10 Sanity points
- **Casting time:** 8 hours per night for 3 nights

Summons an entity that is bound to the caster's will to carry out tasks. The ritual for this spell must be held on three consecutive nights, during hours of darkness. While the caster invests the necessary magic points in

to the spell, the POW requirement is usually "donated" by three sacrifices (one per night of the casting)—if no sacrifices are available, the POW cost is deducted from the caster (15 points per night). In addition, the caster must prepare a totem (usually in wood), which can take any form (normally a form culturally specific to the caster). Over the course of the three nights, the entity is summoned and bound into the totem.

On the third night, at the climax of the spell, the Effigy of Hate is fully coalesced with the totem. It is bound to the caster's will and may begin to go about fulfilling the caster's wishes.

The Effigy of Hate is the embodiment of cosmic malevolence—a thing of pure darkness and evil. It may only leave the totem for short periods. As it is incorporeal, it is unable to touch or affect the physical world, but is able to observe and gather information as its master chooses. While incorporeal, the Effigy is not affected by physical attacks (though, magical attacks will cause it damage).

Once the Effigy has amassed 70 points of POW from sacrifices performed by its master (this in addition to the 45 POW to create and summon it), it gains the ability to physically manifest for up to 4 hours at a time (but only during the hours of darkness), allowing it to interact and be affected by the physical world (i.e. physical attacks now can deal damage). The Effigy may absorb a total of 10 POW per day, so usually seven days and seven sacrifices are required for it to become corporeal.

Alternative names: *Call Forth Dark Minion, Strike the Devil's Bargain, Manifestation of the Will.*

EFFIGY OF HATE

Embodiment of Malevolence

STR 80*	**CON** 55*	**SIZ** 50*	**DEX** 70*	**INT** 45
APP —	**POW** 70	**EDU** —	**SAN** —	**HP** 10
Damage Bonus: +1D4	**Build:** 1		**Move:** 10	**MP:** 14

Attacks per round*: 2 (claws, bite)
Fighting 45% (22/9), damage 1D8+DB
Dodge 35% (17/7)

Armor: 3-point hard skin when corporeal. Otherwise, when incorporeal, mundane weapons cannot damage it, only magical attacks and enchanted weapons may cause damage, and it is not capable of performing any attacks of its own. Once corporeal, it may be harmed and also cause harm to others.

Skills: Gather Information 50%, Jump* 40%, Listen 60%, Stealth* 80%, Spot Hidden 50%, Track 70%.
**When corporeal.*

Sanity Loss: 1/1D8 Sanity points to see the physical manifestation of the Effigy of Hate.

Eibon's Wheel of Mist

- **Cost:** 1 magic point (per foot of height); 1 Sanity point
- **Casting time:** 1D3 minutes

Evokes a whirling cylinder within which one or more persons can hide from certain Mythos creatures. A small bronze disk etched with a specific arcane symbol is required. The caster lays the disk on the floor, stands atop it, intones the words of the spell and expends the spell's cost. With success, it generates a 5-foot-diameter wheel of spinning blue mist around the caster. Everything within the wheeling cylinder of mist is totally obscured. The wheel takes 1D3 minutes to form completely, lasts for 1D20+10 minutes, and then dissolves.

The mist hides people from creatures summoned by Nyarlathotep or in the name of Nyarlathotep. Such a creature acts as if the mist and those obscured by it are not present. The creature will not move through the wheel's position, even by accident. If the wheel blocks a path, the creature stops where it is or goes backward without knowing why. The wheel only affects summoned minions, never Nyarlathotep.

As many people as can crowd into the mist can be obscured by the wheel; however, if one's feet, head, etc., stick out then the illusion is ruined for all (such aspects are at the Keeper's discretion). To hide a group of normal height investigators, 7 magic points are needed.

Creatures present before the wheel of mist is cast or called up by power other than that of Nyarlathotep can see the wheel and move into it. A person may step out from the wheel but this will ruin the illusion if the stepper is spotted, as does passing anything through the mist, such as a bullet or a sword. Once the creature's attention is caught and it realizes that an illusion is in progress, the protection of the spell is lost.

Alternative names: *The Wizard's Shroud, Blue Fog of Deception, The Hiding Place.*



E=Mc²
Gμν = 8πG/c⁴ Tμν

Einstein Formula

- **Cost:** 10 magic points; 5 POW; 10 Sanity points
- **Casting time:** 6 rounds

A dangerous variant of **Call Yog-Sothoth** (page 60) intended to summon the Outer God's spherical forces as a means of protection. The spell takes the form of a complex mathematical formula combined with a ritual. A chalk circle is drawn on the ground, in which the caster stands. The mind of the caster focuses on specific numerical formulas (concerning extrapolations of spheres and spherical sections in various hyper-dimensions) as the ritual is carried out.

With success, unearthly forces are unleashed (STR 50+ wind in a 30-foot radius; the caster is unaffected). Multicolored spheres begin to bubble out of the ether around the caster (provoking Sanity rolls for those witnessing; 1/1D4 loss). The caster may decide to resist the magical process at this point with a successful POW roll to snap out of what is to come (doing this stops the spell). Thereafter, the chalk circle "rises" into the air and spins around the caster (and up three other average humans) to at an ever-increasing rate of speed, like a gyroscopic hula-hoop, forming a chronal energy sphere in the process.

No hounds of Tindalos may pass this barrier as attempting to do so, each such creature loses 1D8 hit points and is banished back to Tindalos. The Lords of Tindalos may be repulsed at first; however, it is believed that some are able to break the barrier—the truth of this is up for debate.

Once the spell is fully enacted, the caster can extend the spell by one round if a successful INT roll is made. Otherwise, the spell normally lasts for 1D4+1 rounds. The caster can move while maintaining the sphere, so long as they make an INT roll for each round that they do so (thus, if extending the spell's duration and moving at the same time, a Hard INT roll is required). A failed roll ends the spell and causes the sphere to dissipate. While maintaining the sphere, the caster cannot engage in any other action more complicated than moving about.

Those (apart from the caster) who go insane while inside the sphere begin to float off the ground, hovering, eyes glowing with raw cosmic power for the next 2D4 rounds. They also lose an automatic 1 Sanity point per round, as their mind becomes a conduit for Mythos. When this is over, they gain Cthulhu Mythos skill points to the value of the Sanity points lost (e.g. Professor Conlon goes temporarily insane from seeing hounds of Tindalos while inside the sphere, he becomes a Mythos conduit for 5 rounds, and so loses 5 Sanity points but gains 5 Cthulhu Mythos).

Should the caster go insane while performing the spell, he or she becomes an avatar of Yog-Sothoth for 2D4 rounds: they transform into a mass of bubbles (those witnessing the transformation make a Sanity roll; 1D10/1D100 loss). If any Tindalosians are within the avatar's presence, they are forced back to Tindalos. In any case, at the end of the period, the avatar departs—the caster is gone, but in a final moment of clarity before their dissolution, he or she comprehends the fundamental forces of time and space.

Note: to learn this highly mathematical spell, the person must have at least 40% in the Science (Mathematics or Physics) skill, as well as passing the standard requirements for spell learning and casting.

Alternative names: *Principle of Divine Numbers, Sacred Geometry of the Celestials, The Many Colored Path.*

Elder Sign, The

- **Cost:** 10 POW
- **Casting time:** 1 hour

The spell creates or activates an Elder Sign. An Elder Sign may be formed into a leaden seal, carved in rock, forged in steel, and so on. When made active beside an opening or a Gate, it makes that path unusable to minions of the Great Old Ones and Outer Gods, as well as to those greater beings themselves. Without the spell's power, the symbol itself means nothing and has no effect.

The writings of certain scribes apart, the Elder Sign is worthless in personal defense if the Mythos entity can evade the Sign. Those wearing an Elder Sign around the neck, for instance, might gain protection for a few square inches of flesh where the Sign rests against the skin; however, the rest of the wearer's body would be completely vulnerable. Elder Signs are sometimes used as means to warn the unwary that "danger" lies ahead.

Alternative names: *The Elder Seal, The Omen Branch, The Five Points of Wisdom.*

Elysian Grace

- **Cost:** 5 magic points; 1D6 Sanity points
- **Casting time:** 30 minutes

Renders a target immobile; bodily functions, like breathing, slow to an almost imperceptible rate. The spell's target remains conscious, though, and is aware if anyone touches them or speaks to them; they simply cannot respond. The effect lasts for 1D6 hours.

Opposite: Einstein Formula by Juan Barba

A poultice of various ingredients is brewed by the caster and invested with the spell's cost. Once made, the poultice is viable for 12 hours and must be spread over the target's body. A ritual, lasting half an hour, then follows. If the target is unwilling, the caster must succeed with an opposed POW roll.

Certain cults use the spell to ensure the compliance of their sacrifices, as well as those wanting sacrifices to be conscious but incapable of resistance

At the Keeper's discretion: a successful Cthulhu Mythos, Occult, or Art/Craft (Potions) roll may be needed to ensure that directions are carefully followed.

Alternative names: *Cataplasm of Silence, The Living Death.*

Embrace of Yog-Sothoth

- **Cost:** 18 magic points; 1D8 Sanity points
- **Casting time:** 4 rounds

Ages the target until they wither away and turn to dust. The caster must win an opposed POW roll against the spell's target: if successful, the target loses 5 CON per round until, at zero CON, they are completely drained of life and withered to dust. Witnessing the effect of the spell upon another provokes a Sanity roll (1/1D8 loss).

The spell's effects may be halted if the caster can be convinced to cease the spell, or if the caster is killed before it is too late (any CON lost up to this point is forever gone). Certain protective spells or talismans may resist the embrace.

Alternative names: *Withering, Time's Dust, The Purple Sign of the Opener of the Way.*

Emerald Darts of Ptath (Dreamlands)

- **Cost:** 4+ magic points; 1D6 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. The spell creates one dart per 4 magic points sacrificed. When used against another, the dart produces an unnatural green light and shoots up to a hundred yards toward its target, causing 1D3 damage to the target and ignoring all armor (natural or otherwise). The target may attempt to dive for cover (Dodge roll) to avoid a dart attack. May be used to harmlessly explode the **Lavender Spheres of Ptath** (page 135).

Deeper magic: at a cost of 8 magic points per dart, the damage caused is increased to 1D6.

Alternative names: *Devil Darts, Bolts of Emerald Doom.*

Empty Mind (Folk)

- **Cost:** 6 magic points; 1D3 Sanity points
- **Casting time:** 1+ year

This spell, Tibetan in origin, comprises a series of mental exercises allowing the user to fortify their mind against external assault. The user must embark on a daily ritual of meditation and mental exercises (4 hours per day), taking at least one year to master the technique.

The caster spends 6 magic points and doubles the value of his or her POW against mental attacks. This is effective against only one single attack and costs the caster 1D3 points of Sanity. Even when mentally attacked without prior warning, an individual who knows this spell may attempt to resist with a successful INT roll.

Alternative names: *Stong Pa Sems, Way of the Hollow Vessel.*

ENCHANTMENT SPELLS

A number of enchantment spells exist, each used to imbue magic into an object or device. Most of these spells involve a blood sacrifice, the sacrifice of magic and Sanity points, and at least a day of time. Each enchantment spell following details its exact cost and casting time.

Crafting an enchantment brings risk—the item may have unpredictable advantages and disadvantages. While it might be useful for probing more deeply into the Mythos, it might also expose its user to monstrous encounters, or could offer unexpected doors to other dimensions.

The Keeper should consider how an enchanted item could affect game balance. Since the enchanted object is unlikely to vanish from play once introduced; it will alter the abilities (for good or ill) of the investigators. Make sure you are certain of what it does, what it costs, and its implications for your game.

Alternative names for enchantment spells: *Charm, Ensorcell, Fetish, Juju, Trinket, Amulet, Talisman, Phylactery, Idol, Simulacra.*

Enchant Amulet of The Old Ones

- **Cost:** 10 POW; 1D4 Sanity points
- **Casting time:** 3 days

Requires a small flat stone lozenge attached to a cord. One face of the stone is inscribed with the sigils for a specific Great Old One. Once the amulet is crafted and the spell's costs invested, the stone feels cold to the touch. If worn next to the skin, it provides the wearer with an additional 5 magic points per day. The amulet also provides +10%

towards attempting the **Call Deity** spell (page 53). The amulet also has a habit of adhering to skin, causing 1 hit point to pry it free.

A major side effect to using the amulet is that it leeches life force from its wearer. Each month spent wearing the stone causes a permanent loss of 1D10 CON. If the amulet consumes more than half the user's original CON, they find themselves with a terminal disease and, whether or not the amulet is removed, they will continue to lose the 1D10 CON per month until dead. Removing the amulet before the disease strikes prevents further decline, but does not restore lost CON.

Enchant Animal Effigy

- **Cost:** 10 POW; 1D4 Sanity points
- **Casting time:** 1 day

Creates a powerful protective and tutelary talisman. To work properly, steatite (soapstone) from Santa Catalina Island, roughly the size of a fist, must be carved into the shape of an animal (using an appropriate Art/Craft skill roll). During a ritual lasting a day, the stone becomes imbued with the spirit of an animal guardian. The precise aid the talisman provides its owner is tied to the type of animal depicted, with exact details left to the Keeper. Three sample suggestions follow.

Once a month the spirit of the effigy may be consulted regarding a problem or a proposed course of action: this requires 4 magic points and 1D4 Sanity points. There is no guarantee the spirit will respond or that the response will be helpful. An animal effigy taken from someone else is worthless without the proper ritual performed all over again.

- **Hawk:** grants a bonus die to Spot Hidden rolls.
- **Turtle:** 1-point of armor protection.
- **Coyote:** a bonus die to Stealth rolls.
- **Bear:** +1 damage to successful melee attacks.

Enchant Bells of Horror

- **Cost:** 30 POW; 3D6 Sanity points
- **Casting time:** 6+ days

Creates a set of three magical bells used to summon the little-known Great Old One, Zu-Che-Quon. Each bell must be fashioned in bronze and inscribed inside with sigils relating to Zu-Che-Quon. These bells must be cast while the proper rites are chanted (bells already existing cannot be enchanted). The size of the bells may vary, but each must be large, at least SIZ 35. To conclude the spell, the caster's life force must enchant each bell with 10 POW and 1D6 Sanity points. Once created, the bells of horror may be used by anyone and at any time to summon Zu-Che-Quon (see **Call Zu-Che-Quon**, page 60).

Note: see Malleus Monstrorum *for further information about Zu-Che-Quon.*

Enchant Book

- **Cost:** variable POW; 1D4 Sanity points
- **Casting time:** 3 days

Aids in summoning star vampires by enchanting a book in which is inscribed the words of the spell **Summon Star Vampire** (page 177). The book's ink must contain the ichor of a star vampire. The caster meditates for three days and sacrifices a varying amount of POW: for each point of POW channeled into the book add +2 percentiles to the caster's chance of success with Summon/Bind Star Vampire.

Deeper magic: various versions of this spell exist which assist in the specific summoning of a lesser Mythos entity. Another powerful variant allows the caster to fully infuse the book with the summoning and (possibly, but not always) the binding component of a summon spell; when the book's words are read aloud (by anyone) the spell is automatically cast (with the reader losing 1D10 magic points and 1D4 Sanity points)—the Keeper should roll 1D100 and if the outcome is 80 or less, the summoning is successful. The caster preparing such a book invests 40 POW to produce the automatic effect.

Enchant Brazier

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 3 hours

On the night of a full moon between the autumnal equinox and the winter solstice, the caster must sacrifice a small animal while intoning a formula and performing certain gestures. The chosen brazier is soaked in the animal's blood and sprinkled with a handful of gold dust, silver, or mercury. The enchanter must then burn a piece of wood at least 500 years old, holding the brazier in its smoke.

Upon completion, the brazier is enchanted and ready to use. The empowered brazier may assist in the performance of other spells, such as Call/Dismiss spells, providing a bonus die to certain casting rolls or reducing spell costs at the Keeper's discretion.

Enchant Candle (Folk)

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** 1 day

Requires a day-long ritual and grants a variety of permanent effects (increasing a skill by 1D10 percentiles, forcing another into undying love with the supplicant, etc.etc.). When ready, the candle may be used by the caster or given to another. The candle's user, the supplicant, must sacrifice 5 POW and 1D4 Sanity points by reciting certain words, and may or may not be told what those words cause to happen.

The supplicant's fingernail clippings or hair scraps must be mixed into the wax when the candle is made, as must droplets of the supplicant's blood, and the event the supplicant wishes to influence must be written on the side of the candle. As the candle burns, the supplicant must perform a pertinent activity—the skill to be improved, picturing in their mind the person from whom he or she seeks undying love, and so forth.

Enchant Cane

- **Cost:** 30 POW; 1D6 Sanity points
- **Casting time:** 7 days

Creates an artifact able to drain magic points from others, storing them to be usable by the cane's owner. Casting the spell and creating the cane requires a week's work, a human sacrifice, and some form of inflexible object, such as a cane. Once created, each use of the cane costs the user 1D3 Sanity points.

When anyone but the cane's creator touches the enchanted cane for more than 30 seconds, he or she loses a magic point and the object accumulates a magic point. The person losing the magic points immediately feels queasy and profoundly uneasy. The object can be held against a target until all magic points are drained away, after which hit points are drained one by one (until either unconsciousness or death). When a magic point from the cane is used in casting a spell, it is used-up permanently. Once the cane is empty of magic points, another victim must be found to recharge it.

Deeper magic: a variant spell enchants a glove to produce the same effects.

Enchant Club

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 1 hour

Enchants a club to perform as a magical weapon. The caster must quench the weapon in the blood of a SIZ 20 or greater creature. Once enchanted, a club inflicts an additional point of damage (e.g. 1D6+1 for a small club, or 1D8+1 for a large club) and can cause damage to creatures vulnerable only to magic weapons. Armor provides normal protection against an enchanted club.

Enchant Dagger of Nyarlathotep

- **Cost:** 30 POW; 2D10 Sanity points
- **Casting time:** 1 week

The caster fashions a flame-shaped dagger (an Art/Craft roll may be required). The dagger must then be used to kill living beings amounting to 100 POW. The caster pays the necessary costs and from then on, when used in sacrifices in the presence of Nyarlathotep, the POW of the sacrificial victim flows into the dagger. The dagger's owner may then siphon POW from the dagger to be used in spellcasting (such POW once used, is drained from the dagger).

Enchant Doll

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 2 days

A doll is soaked in an elixir that includes human blood and then a lock of the target's hair is affixed to the doll (this ingredient must be delivered by the supplicant). When the doll is stabbed, the target receives a corresponding excruciating pain (which could also manifest as vertigo, nausea, etc.etc.). If the pin or knife is left in the doll it causes continual pain to the target, who must attempt a Hard CON roll: if failed, the target receives one penalty die to all physical skill rolls for the period in which the knife or pin remains in the doll. Removing the knife or pin, or burning the doll releases the target.

Enchant Flesh

- **Cost:** 10 magic points; 2D4 Sanity points
- **Casting time:** 5+ minutes

Allows the caster to preserve and ensorcell 5 SIZ points of the skin and flesh of a victim (more flesh can be enchanted at multiples of the spell's costs). The flesh must be cut away with an enchanted knife and immediately thereafter the spell must be cast upon the skin. The block of flesh enchanted is now immune to most forms of damage (firearms still do minimum damage; enchanted weapons do normal damage). Furthermore, the flesh will age instead of the caster, adding one year to his or her life. Unless applied with a **Graft Flesh** spell (page 125), the enchanted flesh lasts a number of weeks equal to one-fifth of the original owner's POW, after that it loses its magical properties and decays. If Graft Flesh is used, the flesh lasts forever. Nominally, 10–11 such flesh blocks

can completely "armor" an average-sized human—the caster building this horrific "suit" over the course of many days.

Deeper magic: this is a very rare spell and a jealously guarded secret of a handful of wizards.

Enchant Gris-Gris

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 1 day

Temporarily grants a skill enhancement to the owner of the gris-gris bag. A leather pouch is filled with various ingredients, including hair, skin, and blood of the intended owner. A small animal must be sacrificed. The caster invests the pouch with 10 magic points, while the intended owner sacrifices 5 POW, 1D4 Sanity points, and a variable number of magic points. For each magic point sacrificed by the owner when the gris-gris is made, he or she gains +1 percentile in a particular skill (except Cthulhu Mythos) when wearing the pouch. The pouch will grant the benefit for a maximum of 1D100+1 days.

Enchant Ju-Ju (Folk)

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 1 day

Requires a long ritual which consecrates a personal ward (ju-ju) to defend against black magic. The sacrifice of a chicken with black feathers is performed during the ritual, in which the intended recipient of the ju-ju must take part. When created, the ju-ju (an amulet of some kind) will be shunned by evil denizens of the voodoo world, sorcerers included (those affected cannot come within five feet of the ju-ju). The ward can be anything the supplicant wants. The ju-ju may be worn to protect a person, or placed over a doorway or window to protect a home.

Enchant Knife

- **Cost:** variable POW; 1D4 Sanity points
- **Casting time:** 2 hours

An enchanted knife increases the likelihood of success when casting certain other spells, as well as performing as a magical weapon (able to inflict harm on Mythos entities who would otherwise be unaffected by mundane weapons). The spell enchants a knife or dagger made of a pure metal, such as gold or iron. The caster draws an intricate diagram, using the knife's blade, on a flat surface, and then the blade is used to kill an animal of at least SIZ 20. The creature's blood is then traced out to follow the lines of the diagram and the enchantment is complete.

Such a knife is suitable for use in casting certain summoning spells (i.e. Summon Dimensional Shambler, page 176). Every point of POW invested grants +1 percentile to the chance for success in casting that spell. If this knife is used in the performance of **Enchant Brazier** (page 107), the brazier so made adds +10 percentiles to the chance for successfully casting **Conjure Glass of Mortlan** (page 72).

Enchant Magic Staves

- **Cost:** 25 POW; 1D6 Sanity points
- **Casting time:** 1 month

An ancient enchantment, said to have been devised by Nephren Ka himself, creates a pair of magical staves: one tipped with the traditional Egyptian crook, and the other with an inverted ankh. The caster must personally carve and fashion the staves (requiring a successful Art/Craft roll), and then perform a month-long ritual to enchant them. The ritual requires rare components (circa $500+), including great amounts of Paut (see **Brew Paut**, page 49), and a sacrifice of 25 POW. Once enchanted, the staves confer 2D10 extra magic points to the bearer of the staves (if held crossed in front of the bearer's body). Spells cast by the bearer expend these additional magic points first. Additionally, the crossed staves will absorb 1D10 points of damage inflicted by any damage-causing spell cast at the bearer. The capacities of these staves recharge 24 hours after use.

Enchant Painting

- **Cost:** 5 magic points; 5 POW; 5 Sanity points
- **Casting time:** 1+ day

Enchants a portrait allowing its viewers to communicate with its subject. Some of the subject's blood must be mixed with the oils used in painting the portrait. The caster does not need to paint the portrait (especially if they are not artistically inclined), but he or she must be present throughout its creation. Once the painting is complete (use an Art/Craft roll to determine its quality), the caster enchants the finished piece.

Any viewer gazing into the eyes of the portrait may attempt a POW roll: if successful, they open telepathic communication to the subject, wherever they may be. Both viewer and subject can only hear one another. This effect costs the viewer 5 magic points and 1 Sanity point, and then 1 magic point thereafter for every minute of contact. Contact ends when the viewer chooses not to expend any more magic points in maintaining contact.

If the subject of the portrait is dead, an enchanted painting becomes a dangerous trap. If contact is established with the spirit of the deceased, it costs the viewer 10 magic

points and 1D3 Sanity points. The spirit of the deceased can attempt to possess the viewer. After one minute of communication, for each subsequent round, the spirit and the viewer make an opposed POW roll: the loser suffers the loss of 2D10 POW. If the spirit is reduced to zero POW, it is destroyed, and the portrait loses its enchantment forever. If the viewer is reduced to zero POW, their soul is consumed and the spirit takes permanent possession of their body, granting them a second chance at life.

Enchant Paviut (Folk)

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 1 week

Enchants a ritual baton or wand inlaid with stones, shells, and crystals. The paviut grants a bonus die to the caster when it is used in the casting any Native Californian spells. It also grants a bonus die to the caster when using **Coyote Dust** (page 82). The paviut is also an enchanted club that deals 1D6+1 points of damage.

Enchant Pipes

- **Cost:** variable POW; 1D6 Sanity points
- **Casting time:** 3+ hours

Augments the chance for success in casting particular spells. The spell enchants a set of panpipes or a flute. The instrument must be at least 90% metal. A ritual is performed over the musical instrument. For each 5 POW sacrificed, the pipes must be steeped in warm blood for two hours. A new animal must be slaughtered for each 5 POW invested. For each point of POW invested, the finished instrument grants +2 percentiles to the chance of successfully casting **Summon/ Bind Servitor of The Outer Gods** (pages 176 and 42), as well as other spells requiring the use of pipes or flutes to cast.

Enchant Projectile

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 1 hour

Enchants small projectiles, such as sling stones, arrowheads, or bullets. The caster must quench the projectile(s) to be enchanted in the blood of a creature of SIZ 20 or greater while reciting a chant. Once enchanted, a projectile inflicts an additional +1 hit point of damage (thus, an enchanted .22 handgun round inflicts 1D6+1 points of damage). An enchanted projectile can inflict full damage against creatures vulnerable only to magical weapons, or who are normally invulnerable to impaling weapons. Armor protects normally against enchanted projectiles. The spell can create 1D4+4 enchanted projectiles.

Enchant Recording

- **Cost:** variable magic points; 5 POW; 1D4 Sanity points
- **Casting time:** variable

A rare but potent incantation used in conjunction with a specially designed piece of music. The spell causes the effects of the recorded music to retain the same potency of a live performance by creating a reservoir of magic points, which are utilized when the recording is played back.

A group of people can support the enchantment. Those who also know the spell may invest as many magic points as desired. Others, who do not know the spell, may invest only 1 magic point each. The total of the magic points invested to enchant the recording is the amount available each time it is played to aid in the casting of other spells. The enchanted recording may support with casting other song-spells, such as the **Song of Hastur** (page 169 or **Soul Singing** (page 171).

Enchant Ring

- **Cost:** 10 POW; 1D8 Sanity points
- **Casting time:** 1 week

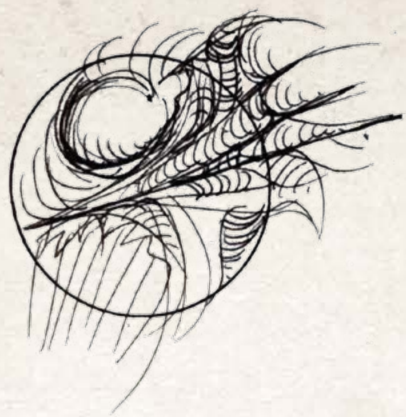
The ring must be fashioned from a bone taken from a living sacrifice. Mythos sigils are carved into the ring. Wearing the ring grants a magical armor of 8 points against projectiles and melee attacks. Note that fire, drowning, poison, and other non-weapon attacks ignore the magical armor, as do magical weapons.

A key side effect of using the ring is a growing cannibalistic urge. Each time the ring is worn for a full day, the wearer loses 1D3 Sanity points, and must succeed with an Extreme POW roll or succumb to cannibalistic predilections for 1D4 hours (which may provoke further Sanity loss).

Enchant Serum

- **Cost:** 10 POW; 1D3 Sanity points
- **Casting time:** 2 hours

Enhances a pharmacological mixture, accelerating its interaction with the subject upon whom it is used. The normal speed of effect is increased by a factor of ten (thus, a drug requiring 10 hours to take effect is reduced to 1 hour). For the spell to function properly, the target drug must be placed in a container that has been prepared in human blood. The casting requires boiling the blood and the container together for 2 hours, while chanting incantations.



Enchant Spear

- **Cost:** 20 POW; 1D4 Sanity points
- **Casting time:** 2 years

Creates a spear that always hits its target (if within range). The weapon must be a wooden spear with a point made from bird bone, decorated with feathers from at least thirty different species of birds, each plucked from a living bird. If a feather is lost in use, a new one must be obtained.

In making the spear, the caster performs a ritual with the chosen spear at the Spring Equinox for two consecutive years. At the end of the second ritual, the spear must be used to kill a living creature, sealing the enchantment. It always hits when thrown, but is otherwise an ordinary weapon (an attack roll is made, but success is automatic unless a fumble is rolled, in which case the spear is broken and no longer enchanted. Living targets are unable to dodge the spear. On impact, the spear inflicts 1D10 damage and acts as a magical weapon against Mythos entities (unless resistant to impaling weapons).

Deeper magic: some learned sorcerers are said to be able to recall the spear (costing 5 magic points) once it has struck a target (taking at least one round to do so).

Enchant Stone Tablet

- **Cost:** 21 magic points; 10 POW; 1D8 Sanity points
- **Casting time:** 3 weeks

The tablet required for this spell must be made from black stone taken from the sunken city of R'lyeh. It must be carefully etched over a period of three weeks, the caster investing 1 magic point each day while carving. When complete, both a deep one and a human must be sacrificed to the tablet without shedding blood (usually by strangling or smothering). When finished, the stone is enchanted.

Anyone possessing the tablet suffers nightmares of alien vistas and dimly perceived oozing masses, all against a background of shifting colors and forms. Far-off, slithering and gurgling can be heard. If the stone's possessor destroys the tablet, the effects of the dreams intensify, with the same result as if the spell **Curse of the Stone** (page 92) had been cast upon the owner (except that he or she does not fall prey to instant hallucinations).

If the tablet is tossed into the sea, it Contacts (but does not Bind) 1D8 deep ones. They return the tablet to the person who threw it. The time it takes the deep ones to bring back the tablet depends on the distance of the thrown tablet to the nearest deep one city. The dreams stop while the deep ones possess the tablet. Otherwise, the only sure means to stop the nightmares is to gift the tablet to another (must physically hand it to a receptive person), or deface the stone with an **Elder Sign** (page 105).

Enchant Torch

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 6 hours

May be used with the **Summon Fire Vampire** spell (page 176) to bring more than one fire vampire at a time. The caster prepares an iron replica of a torch, of the size and heft desired, bearing the Sign of Cthugha. The caster then prays to Cthugha for six hours. The torch is then lit and the enchantment completed.

Remarkably, the enchanted torch requires no fuel (the iron head itself burns inextinguishably and without end). Only the instruction in Cthugha's name to quench itself extinguishes the torch. The torch must be lit to aid in summoning fire vampires, with each additional fire vampire so summoned costing the caster 1D3 sanity points and 3 magic points.

Deeper magic: one rare variant of this spell is said to be able to set fire to gold, lead, iron, and other heavy metals, quickly burning them to ashes.

Enchant Whistle

- **Cost:** variable POW; 1D4 Sanity points
- **Casting time:** 1 day

Augments the caster's chance to **Summon Byakhee** (page 175). The spell enchants a whistle, which is constructed of alloys of silver and iron from a meteorite. Each point of POW sacrificed to the whistle grants +2 percentiles to the chance of successfully casting Summon Byakhee.

Enchanted Dust of Anubis

- **Cost:** 5+ POW
- **Casting time:** 2 rounds

Creates a handful of dust damaging to the undead. The caster sacrifices a varying number of POW points to determine the strength of the dust. When the dust is tossed at an undead creature, the monster must make a POW roll: the level of difficulty of the roll is determined by the amount of POW invested in the dust's creation. Regular difficulty if the caster spent 5 POW in creating the dust, a Hard POW roll if 10 POW was spent, or an Extreme POW roll if 15 POW was sacrificed. If the monster fails the roll, it is destroyed.

For this spell, an undead monster is defined as anything which had life, died, and was physically animated by magical means: mummies, zombies, and (possibly) vampires. Ghosts, wraiths, and ghouls are not undead.

Enchantment of Ill Luck

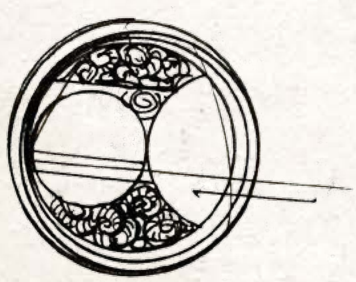
- **Cost:** 3 magic points; 5 POW; 1D4 Sanity points
- **Casting time:** 8 days

The enchantment works on an object of significance to the intended target (a wallet or locket for example), and causes bad luck for the owner. The caster intones a three-hour nightly ritual, for a total of eight days, over the object. On the last night, the supplicant (if there is one, otherwise the caster) pays the spell's costs.

When touched or worn by the intended target, the object causes bad luck. The target's Luck score is halved* and their chance of rolling a fumble on any roll is doubled. The bad luck lasts until the cursed object is identified and destroyed.

**Neither can the target spend or gain luck points if the Optional Luck Rule is being used.*

Alternative names: *Wanga (Voodoo), Bad Penny, Hex.*



Endurance Chant

- **Cost:** 10 magic points; 1D3+1 Sanity points
- **Casting time:** 1 hour

Allows the caster to comfortably engage in great physical exertion for up to six hours. Immediately after casting, the caster has their CON and STR increased by 30 points for six hours (this may temporarily increase hit points and damage bonus).

The caster may (optionally) choose to ignore all pain, thereby becoming immune to physical shock and physical (but not mental) causes of unconsciousness. When the spell concludes, the caster feels calm and invigorated but must make a successful CON roll or permanently lose 5 CON. This spell cannot be cast upon another creature.

Alternative names: *Capacity of the Beast, Flinch Not from the Travails of Struggle.*

Engender Prosperity (Folk)

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 3 hours

A ritual designed to bring wealth to the caster. The spell may only be cast on the first Saturday of Spring and requires an intricate magic circle, as well as ritual implements (a dagger, wand, chalice, and candle). During the performance of the spell, the caster invests as many magic points as desired (minimum of one) and then attempts a Hard POW roll: if successful, the caster will receive "riches" over the next month, of a total value equal to the number of magic points spent multiplied by $100 ("riches" could mean cash money, an inheritance, or some other form of wealth). The money never tends to come all at once, and seems to appear as the result of happy coincidences or accidents: miscounted change, unexpected windfalls, unlooked-for repayment of debts, gifts, or even bills found on the ground. Usually, some form of sting is attached (a loved one dies, leaving their inheritance, and so on) which may cause consternation, grief, or guilt on the part of the caster.

Alternative names: *Midas' Song, Inflation of Coin, Reap an' Sorrow.*

Enjoin Pnakotic Pentagram

- **Cost:** 10 POW; 1D4 Sanity points
- **Casting time:** 3 hours

Consisting of a complex hyper-geometric operation, this is a powerful warding spell often used in conjunction with the Liao Drug (see **Brew Liao Drug**, page 47). The caster must draw

the complicated symbols on a floor and recite an incantation. Once the sign is properly enchanted, those standing inside the grand geometry are slightly out of sync with space-time, and consequently the minds inside the warding cannot be scented by the hounds of Tindalos—effectively making them invisible to the creatures. Similarly, the temporal mind transfer of the Great Race will not function inside the pentagram as those within are rendered immune to an unwanted transfer (likewise, a Great Race consciousness will be unable to leave a possessed body). Finally, the symbol also serves as a ward against the risen dead (zombies, incorporeal ghosts, and anything raised from their essential salts), which cannot cross the symbol.

Deeper magic: in ancient times, the Pnakotic Pentagram was sometimes found carved across the thresholds of wizards' tombs.

Alternative names: *Liao Ward, Cloak of Tindalos, Mind Imperceivable.*

Enjoin the Sign of Koth

- **Cost:** 6 magic points; 5+ POW; 1D10 Sanity points
- **Casting time:** 1 hour

An ancient magical symbol of mysterious origin, the Sign of Koth may be related to the infamous Yellow Sign. The ritual to form and empower the Sign of Koth requires the sacrifice of a human of POW 60 or more. The Sign can be inscribed on any surface using paint or ink, or by physically carving it onto a desired surface. The Sign's POW equals that of the sacrifice plus the amount of POW invested by the caster (minimum of 5). Once empowered, the Sign cannot be defaced: if painted over, the foul symbol will bleed through within a day, and all other attempts to mar it will prove fruitless. The Sign can only be harmed by magical means, and then only if the would-be destroyer can win an opposed POW roll against the Sign.

The Sign has several powers. Anyone who stares at the Sign and meditates can see visions of various Mythos locales (the Plateau of Leng, the Mysterious Inner City of the Magnetic Poles, and the Dread Tower of Koth, etc.). The visions last a minute per magic point spent by the viewer, and will cost variable Sanity loss depending on the vision seen (entities seen via the Sign cost additional Sanity points). The viewer gains +1 percentile of Cthulhu Mythos for every five minutes spent viewing the darkest corners of the universe, and a successful Cthulhu Mythos roll allows the viewer to control the locale viewed.

Additionally, the Sign of Koth acts as a powerful ward against "creatures of nightmare" and the undead. Zombies and resurrected entities are held at bay by the Sign. Any creature native to the Dreamlands must succeed in an opposed POW roll against the Sign in order to cross it or pass through a warded doorway, while undead (including the resurrected) cannot pass it at all.

Deeper magic: portions of the Necronomicon suggest that the Sign may also be used to physically travel to fabulous places if the viewer knows the proper mantras.

Alternative names: *none known.*

Enthrall Victim

- **Cost:** 2 magic points; 1D6 Sanity points
- **Casting time:** 1 round

The caster must be able to speak calmly with the target before the spell can take effect. After a round or so of talking, an opposed POW roll is made between the caster and target: if the caster is successful, the target stands struck, numb and dumb, until relieved from the trance by physical assault or some similarly shocking event.

Alternative names: *Strike Dumb, The Silver Beguiling Tongue.*

Equilateral Screen (Dreamlands)

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** several minutes

This spell may only be cast in the Dreamlands. Creates a complex series of intangible geometric lines in front of the caster, formed into a perfect equilateral triangle, deep blue in color. The caster can cause images to appear by concentrating on the image they wish to create. The image appears three-dimensional from a head-on view and can be animated, although the image cannot be seen from the back, which displays only the geometric lines. The caster may change the image from moment to moment. If the caster ceases concentrating, the image fades. If the caster fails to concentrate on the screen for five or more consecutive minutes, the spell ends.

Alternative names: *Grand Vistas, Thought Sight.*

Evil Eye

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 1 round

Causes a target to suffer from bad luck. While the target must be within sight of the caster, he or she will not necessarily sense the Evil Eye's influence, but is likely to feel an odd chill or unease when the spell is first cast.

With a successful casting, the target's chance for a Luck roll is halved*. The target must apply one penalty die to all characteristic and skill rolls, his or her guns jam on every roll of 75% or higher, melee weapons break on a roll of 75% or higher, and the chance to successfully cast a Summon/ Bind spell is halved. The effects continue until the next sunrise, until the caster removes the spell, until the caster is found and blooded (hit hard enough to bleed), or until the target dies. This spell may also be countered by **Warding the Eye** (page 188).

**Neither can the target spend or gain luck points if the Optional Luck Rule is being used.*

Deeper magic: those able to call upon the greater wisdom and knowledge of the Cthulhu Mythos may direct this spell at a group (up to five individuals) who must all be in the sight of the caster.

Alternative names: *Rite of Ill Fortune, Curse, Dark Hex.*

Eviscerator (Dreamlands)

- **Cost:** variable magic points; 2D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. This gruesome spell causes a roiling cluster of black jagged objects, dark violet bursts of fog, and red-yellow bolts of energy to be shot at a target. The Eviscerator rips open its victim, delivering 1D6 damage per 8 magic points invested in the spell. Despite the target having no way to resist this attack, any armor (if worn) does limit its damage.

Alternative names: *Cacophony of Doom, Black Bolts of Death, Judgment of P'Tan.*

Exaltation

- **Cost:** variable magic points; 1D6 Sanity points
- **Casting time:** 5 rounds

Floods the target with a soul-lifting feeling of wellbeing, granting the target Sanity points. With an impassioned appeal, lasting five rounds, and the caster winning an opposed POW roll with the target, the spell temporarily increases the target's Sanity by 1D6 points for every 12 magic points invested by the caster. Such additional Sanity points are lost after 24 hours, or until lost by other means. The sudden acquisition of extra Sanity points may result in relief from temporary insanity.

Where the target is suffering from indefinite insanity, the caster may sacrifice 5 POW to have the 1D6 Sanity point gain be permanent (although, such points can be lost through Sanity shattering experiences).

The spell may be cast on a sleeping target, causing them to experience a wonderful dream and restful sleep.

Alternative names: *Calm Mind, Infuse the Blessed Relief of Troubles Past, Barricade of Perception.*

Exile Eihort

- **Cost:** variable magic points; 1D4 Sanity points (per participant)
- **Casting time:** 3 rounds

Forces the Great Old One Eihort to remain in its English labyrinth for a year and a day. The caster and others (who must know the spell) may invest as many magic points as desired. Additional participants (without knowledge of the spell) who are in physical contact with the caster may invest 1 magic point each. All participants pay the spell's Sanity cost. The number of magic points invested in the spell is multiplied by five to produce a percentile value used by the caster in an opposed roll versus Eihort's POW of 150. If the caster wins the opposed roll the spell is successful and Eihort cannot leave its labyrinth for 366 days.

Alternative names: Eihort's Bane.

Explode Heart (Dreamlands)

- **Cost:** 12 magic points; 1D10 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. The caster points at the target and concentrates for three rounds. An opposed POW roll with the spell's target is then made: if successful, the target's heart begins to pound uncontrollably, quickly building in strength and tempo until, after 1D6 rounds, it explodes through the chest wall. The target dies immediately; witnesses make a Sanity roll (0/1D4 loss).

Quick thinking may save a target of this spell: a successful Dreaming or Cthulhu Mythos roll (possibly others at the Keeper's discretion) might cancel or alter the effect, reducing the consequences to the loss of either 2D6 hit points, 2D6 magic points, or 2D6 Sanity points as chosen by the Keeper.

Alternative names: *The Dread Finger of Doom, The Unremitting Agony, Heart's Embrace.*

Extend Life

- **Cost:** 100 magic points; 15 POW; 3D6 Sanity points
- **Casting time:** 7 days

Through great cost, this spell grants immortality to the caster. The sorcerer first builds a great fire and then follows precise instructions to summon an ancient being, the name of which is not given—only those who have successfully cast the spell know the true identity of this being and not a single one has ever so much as hinted at the truth.

The summons is lengthy and complex, pushing the sorcerer to their limits. The appearance of the ancient being provokes a Sanity roll (1D6/1D20 loss), and if the entity deems the petitioner acceptable (who knows by what measures) then an agreement is reached. The pact states that the entity will age instead of the caster, but if the caster should die, then the being will possess and replace the caster on Earth—presumably the being takes possession of the caster's body at the point of death (witnesses may be shocked by the miraculous "recovery").

Deeper magic: just how long the ancient being remains on Earth is unclear—quite possibly it is immortal. Given the desires of wizards for longevity, it is conceivable that the entity now possesses numerous physical bodies on Earth, all active and perhaps isolated from one another, yet all working in unison towards some horrific grand scheme.

Alternative names: *Extend, The Pact of Blood, The Ritual of Fire and Exchange, The Devil's Bargain.*

Eye of Light and Darkness

- **Cost:** variable POW (100 standard)
- **Casting time:** dusk till dawn

A powerful Elder spell that weakens many Mythos agents and servants. The spell requires a large sacrifice of POW (differing versions vary the amount required). A great sigil of the Eye is worked into a hard, natural substance, such as granite, and then fixed on a high place in the area to be warded. The Eye must be created in the afternoon before the full moon rises. At moonrise, the blood of an innocent (someone without Cthulhu Mythos knowledge) must be used to fill the pupil of the Eye once per hour until the dawn (only a few ounces of blood are actually needed).

The participants must chant as the first blood is given, repeating aloud a phrase that sounds something like, "SA-MA, SA-MA, TE-YO, SA-MA" till the dawn. The ward requires POW from the people chanting (not necessarily given with their knowledge). Each hour of the chant, the Eye leeches 5 POW from each participant until the exact



amount of POW has been absorbed (100 POW for the standard version). Those losing all of their POW drop dead. If the POW is not accumulated before dawn the activation fails, all leeched energy is lost, and the procedure must be started again from scratch. The Keeper shouldn't say what is happening until the creation of the ward has succeeded or failed; only then should the players be instructed to mark off the total losses (secretly recorded by the Keeper). If enough POW is gathered within the time limit then, when the moon next rises, the pupil of the Eye is activated and glows briefly. Thereafter, the symbol cannot be removed by physical or regular magical means. When nearby, those who created it (and only they) can see a dim nimbus emanate from the Eye.

The Eye of Light and Darkness is powerful. It weakens agents, monsters, and minions of the Outer Gods and Great Old Ones who enter the area it protects, damaging such "servants" at the rate of 1 magic point per hour (which they cannot regain until they leave). A servant losing all magic points while in the Eye's area of effect completely disintegrates. Contact, Call, and Summon/Bind spells may not be cast within the view and reach of the Eye. The Eye's power operates in a 10-mile radius; however, it cannot penetrate more than 20 feet of rock or metal.

To destroy an Eye requires the original spell used to fashion it. In most cases, each Eye is unique in terms of the chant and rituals required to create it (usually based on the locality of the casting). Complex deductions and years of painstaking research are needed to reverse-engineer the creation spell in order to turn it to the destruction of the Eye. Such Elder magic is exceedingly rare and only the unwise would dare to tamper with such matters.

Alternative names: *none known.*

Eyes of a Stranger

- **Cost:** 8 magic points; 1 Sanity point
- **Casting time:** 1 round

Causes the spell's target to see something specified by the caster. Affects a single target and takes effect at any range, although the target must be within sight of the caster. The caster must first win an opposed POW roll with the target, allowing the caster to determine the vision with which the target is to be burdened.

With success, the target's view suddenly changes to that which the caster has chosen. If entities of the Cthulhu Mythos are made to appear, the target should make Sanity rolls; however, the losses for such visions are one-tenth normal (a friend changing into Y'golonac, for instance, would costs 1/1D2 Sanity points).

The spell lasts for 1D10+2 rounds. Nothing interrupts the vision, which is visible even with the eyes closed. The caster must personally have witnessed whatever the target is to see.

Alternative names: *Grant Vision, Mental Import, To See Through Mine Eyes.*

Eyes of the Zombie

- **Cost:** 3 magic points; 1D8+2 Sanity points
- **Casting time:** 1 hour

Allows the caster to take direct control of an individual zombie (that they have raised and prepared) and thereafter to perceive events from the viewpoint of that zombie. The eyes of the zombie must first be removed and placed in a bath of specific chemicals. The caster also must remove their own eyes, allowing the zombie eyes to replace their own. The caster thereupon moves, perceives, and reacts as though in the body of the target zombie, until such time as the zombie eyes are removed from the caster's sockets. Once activated, contact with an individual zombie target can be sustained unbroken for 1D3 months (the zombie is then decayed beyond use).

The caster's eyes (if safely maintained) may be re-inserted when desired by repaying the spell's costs and performing a short chant.

Deeper magic: the caster removes only one eye and replaces it with a zombie eye, effectively allowing the caster to inhabit two bodies at the same time. Should this "double perspective" be attempted by a sane individual it provokes a Sanity roll (1D4/1D8 loss), plus the additional loss of 1D4 Sanity points per day thereafter until the zombie eye is removed.

Alternative names: *Dead Sight, Shell of the Corpse, The Stalking Witness.*

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Fang of Yig

- **Cost:** 15 magic points; 5 POW
- **Casting time:** 6 hours

Launches an appeal to mighty Yig, who may grant some form of boon to the caster. To gain Yig's favor, the caster performs the spell, which requires suitable devotions and a sacrifice. The caster must either be a serpent person or must have found merit in Yig's eyes through their actions. If the petitioner is favorable, Yig accepts them as a "Fang" for 1D10 centuries, after which point, a reward of +1D20 points of POW are gifted to the caster as a sign of regard.

As a Fang, the supplicant is totally at the god's command. Sometimes Yig voices his wishes in dreams, which must be obeyed without question, or at other times the god commandeers the target's body and does with it as he sees fit and for as long as he desires. The personality of the caster is simply along for a terrifying ride. How the caster survives for 1D10 centuries to collect the additional POW is not a matter of interest to Yig. Note that Yig is a jealous being: he never raises Fangs above POW 135.

Alternative names: *Seek the Snake God's Boon, Ritual of the Fang.*

Feast of the Owl (Folk)

- **Cost:** 6 magic points; 1D8 Sanity points
- **Casting time:** 1 round

Punishes an enemy by magically transferring a small burrowing owl into the target's stomach, provoking the owl to eats its way out. The caster must be able to see the target and must win an opposed POW roll with the target. If the caster succeeds, then the small owl appears in the target's stomach and begins chewing for 1D4 hit points of damage per round. When 8 hit points have been inflicted, the be-grimed owl emerges and flies off, never to be seen again. The target bleeds 1 hit point per round for 1D6 additional rounds, or until they receive a successful First Aid roll. Throughout the process the target is incapacitated; screaming and writhing in horrific anguish. At the end of the ordeal they are substantially weakened, losing 1D10 CON permanently. Witnesses to the emergence of the owl lose should make a Sanity roll (0/1D6 loss).

Deeper magic: the spell may be encountered throughout differing cultures and geographies, and the animal is likely to different due to this fact. Snakes, frogs, and rats are all possible manifestations of this spell.

Alternative names: *Implantation of the Burrower, Curse of Feathers, Scritch-Stratch.*

Final Feast

- **Cost:** variable magic points; 1+ Sanity points
- **Casting time:** 1+ day

Allows the caster to sway or brainwash another person. If a target is particularly weak, or if the caster is very strong, it may be possible to consume the target's soul.

The spell is very old and complex. The preparations for casting may take a full day or more. The spell involves twenty parts: each part is recited during the preparation of an individual dish that will be part of a great feast. Each part, and thus each dish, has an associated word of power with it. All of the words are very short (i.e. one syllable).

The target is invited to partake of the lavish feast. During the meal, the caster subtly mentions each of the words of power. Each time a word is spoken, the target makes two rolls: an opposed POW roll with the caster, and a CON roll.

- Opposed POW roll: if the caster wins, the target loses 5 POW.
- CON roll: if failed, the target loses 5 CON.

As the target succumbs to the spell, he or she grows more ravenous for the food being served. Should the target wish to resist, they may attempt a Hard INT roll in order to refrain from eating any more of the food (the difficulty is increased to Extreme if the caster has either a Charm, Fast Talk, or Persuade skill of 90% or greater). Each time 5 POW is lost, the caster gets to make a suggestion to the target, who is allowed another opposed POW roll in order to escape complete acquiescence. If the target loses 25 or more points of POW, the host may suggest complex and even self-endangering actions. Again, the target is allowed an opposed POW roll to escape effect. If a target's POW or CON falls to 0, they are dead.

The utterance of a word of power costs the caster 1 magic point per individual at the dinner table that the caster wishes to affect. Each suggestion made costs the caster a minimum of 1 Sanity point; although, this rises to 2 points or more (at the Keeper's discretion) for complex and self-endangering suggestions.

Alternative names: *Mind Feast, Victuals of Temptation.*

Find Dreamer (Dreamlands and Waking World)

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** 10 minutes

Locates a dreamer. May be cast in both the Waking World and the Dreamlands. The caster must have either met the target in person on Earth or while exploring the Dreamlands. The caster places a needle upon a bowl of water and concentrates while sketching a likeness of the target, which is then burned and the smoke inhaled. As the image burns, the needle turns to point towards the target. The intensity of the flames provides an idea of the proximity of the target. Successive castings and accurate triangulations enable the target to be pinpointed.

Alternative names: *Expose the Traveler, Finding Needle.*

Find Gate

- **Cost:** 1 magic point; 1D3 Sanity points
- **Casting time:** 20 minutes

Through a series of gestures and a specific chant, the spell reveals to the caster any Gate within the caster's direct vision. While this spell locates a Gate it does not empower anyone to open, close, create, or pass through it. Neither does this limited form of the spell allow the caster to determine whether the Gate traverses time or distance.

Alternative names: *Seek Portal to Other Places, Sight of Far Journeying, Fine the Way.*

Find Serpent Folk (Serpent People)

- **Cost:** 3 magic points
- **Casting time:** 2 rounds

Tells the caster the direction and distance of the nearest serpent person. Very degenerate individuals may be ignored as not being true members of the species. The maximum range of the spell is five miles. Many serpent mages know this spell, but no human does, nor has it ever been written down in any human language.

Alternative names: *none known.*

Fire Dance

- **Cost:** variable magic points; 3 Sanity points
- **Casting time:** instantaneous

Causes a ball of flame to leap from an existing fire to a designated target. For each magic point invested (to a total of 6), the cabbage-sized ball of fire can leap roughly 15

yards (thus the maximum range for such a fireball is about 90 yards). The spell takes one minute to cast for each magic point sacrificed. Motionless targets are automatically it. Moving targets may attempt a Hard Dodge roll to avoid the flames. Living targets hit suffer 1D6 damage and must roll Luck to determine if caught on fire (if so, they suffer 2 points of damage per round thereafter until the fire is put out).

Alternative names: *The Burning Sprite, Word of Cthugha, Jack O' Flame.*

Fist of Yog-Sothoth

- **Cost:** variable magic points; 1D6 Sanity points
- **Casting time:** instantaneous

Causes a massive, invisible force to hit a single target. The caster must be able to see the target. Each magic point invested yields 2D10 STR of force. For every 30 feet of distance that the caster stands from the target (after the first thirty feet), the caster must spend an additional magic point.

When the target is struck (if a living thing), an opposed roll must be made using the spell's STR versus the target's CON. If the roll is successful, the target is knocked unconscious. Whether or not the target is left unconscious, the target is always pushed away from the caster for a distance in feet equal to the STR of the blow minus the target's SIZ.

The spell can be used against inanimate objects, such as doors or walls. Results may be obvious, but sometimes Keepers will have to determine these cases based upon the STR of the object.

For example: *the caster spends 5 magic points to hit an investigator 50 feet away. 1 magic point is spent on the range. The other 4 generate a STR of 8D10 that are rolled for a result of 57. The investigator fails a Hard CON roll (since the spells STR is over 50) and so they are knocked unconscious. The investigator has a SIZ of 45 and is bowled back 12 feet by the impact.*

Alternative names: *Channel the Strength of the Opener of the Way, Smite Down Thine Enemy, The Hideous Blast of the Foul One.*

Flameshield (Dreamlands)

- **Cost:** variable magic points; 1+ POW; 1D4 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. Forms a disk of flame before the caster's hand. The diameter of the shield is one foot for every magic point expended. If more magic points are expended once the shield is created, the shield can be moved 1 yard per magic point spent. The spells **Halt of Eanora** (page 127), **Viridian Wind** (page 183), **White Web of Soren** (page 189), **Creation of Venerability** (page 89), and **Seraph's Glory** (page 166) are all blocked by the shield. If the shield touches any living being not made of flame, that being suffers 1D6 points of damage (ignoring all armor).

Alternative names: *The Incredible Shield of Y'sr, Calefactive Barrier, Fiery Retortion.*

Flash of Ra

- **Cost:** 5+ POW; 1D6 Sanity points
- **Casting time:** 1 round

Creates a brilliant flash of light, which can blind some beings and may destroy entities such as ghosts and wraiths. For every 5 points of POW invested the spells causes 25 points of damage to non-corporeal creatures within 10 yards. Light radiates out from the caster and blinds all sighted beings within 20 yards if they do not close their eyes, turn away, or have some form of eye protection. Those who are blinded make a CON roll: if failed, the lack of sight lasts for one hour; if successful, blindness lasts for only 1D6 minutes (or 1D3 rounds with an Extreme Success). Rolling 96–100 results in being permanently blinded.

Alternative names: *Scintillation, Abjure Vision, Nullify the Seeing Eyes.*

Flesh Ward

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 5 rounds

Grants protection against physical attack. Each magic point spent provides the caster (or the chosen target) 1D6 points of armor against non-magical attacks. This protection wears off as it blocks damage; for example, if a character had 12 points of Flesh Ward and was hit for 8 points of damage, the Flesh Ward would be reduced to 4 points, although no damage would be taken. The spell lasts 24 hours or until the protection is depleted. Once cast, the spell may not be reinforced with further magic points, nor recast until the old spell's protection has been used up.

Alternative names: *Protect Thee from Mighty Blows, Armor of the Will, Blood Shield.*

Flight

- **Cost:** 15 magic points; 1D10 Sanity points
- **Casting time:** 1 night

Creates an ointment allowing the user to soar through the air. Requires the rendered fat from an unbaptized male child and other ghastly components, which must be brewed in a cauldron by the dark of a new moon. The enchanted ointment created is destroyed by direct sunlight, so it must be stored in a dark place and should be opened or used only after sunset. Brewing produces 1D4 applications of the flying ointment. The ointment lasts for 1D6 hours, allowing the user to fly with MOV 10.

Alternative names: *Dance of the Witch, Broom Grease, Transformation of Birds.*

Food of Life

- **Cost:** 10 magic points; 1D8+1 Sanity points
- **Casting time:** 3 days

Cruelly and unnaturally extends the life span of an individual. An unholy cannibalistic feast of several days' duration (usually 3 days) is key to the ritual. The sorcerous cannibal adds one week of life for every 5 SIZ points of human flesh therein consumed.

Alternative names: *Consumption of the Living Flesh, Victuals of the Enemy, The Special Feast.*

Freak Weather

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 2 rounds

Causes freak weather events to occur. The caster can cause a lightning bolt to strike a certain area, a small hail storm to occur, a semi-powerful, localized wind to blow up from nowhere, or similar effects. The caster has no direct control over the effect and can only cause it to manifest in a given location. The location must be within sight of the caster.

Alternative names: *Command Elements, Call Upon the Heavens.*

Free Hastur

- **Cost:** 350 POW
- **Casting time:** 1 minute per point of POW invested

In conjunction with the nine stone monoliths required for the **Call Hastur** spell (page 56), this chant permits Hastur to enter and to remain freely within the area bounded by the monoliths. The spell must be cast at night with Aldebaran visible. Only the leader of the chant needs to know the spell; others involved in the chant lose 1 POW each.

For every 2 people chanting, 1 POW worth of the essence of Hastur or of his spawn gain access to Earth. Thus, to bring Hastur (POW 175), requires 350 chanters (350 divided by 2 = 175). Note that if the spell, Build Carcosa (page 53) is already in place, only 35 chanters are required to bring Hastur, with each sacrificing 5 POW each.

Once summoned, Hastur can freely remain; he need not return to the sky at sunrise and can remain active all year round. Hastur connected spells are usable day or night within the bounded region, which can be of any size.

Alternative names: *Unbound the Unspeakable One, Invocation of Hali, Rite in Yellow.*

Fury (Folk)

- **Cost:** 5 magic points; 1D4 sanity points
- **Casting time:** 1 round

Induces a furious, berserk rage in the target, making him or her fight recklessly and with savage abandon. The caster may direct the spell upon him or herself, or another target (requiring an opposed POW roll if the target is unwilling).

The spell increases the number of attacks to 2 (assuming they normally have 1 attack per round); both attacks are performed on the character's normal DEX value.

This spell lowers the natural instinct for self-preservation. The furious character ignores any unconsciousness stemming from a major wound. A fatal wound is still fatal to the enraged character but he or she attacks until the end of the round of their death, potentially striking blows while technically dead, and then finally keeling over at the end of the round. During the fury, the character can only take actions directly related to the most immediate form of combat (no magic, no healing, etc.) The Keeper decides whether an action qualifies as a combat action or otherwise. If there are no viable enemies left, the berserk character will attack allies unless they can make a Hard INT roll to come out of the fury.

The fury lasts for 5 rounds, although every 5 magic points invested above the initial cost increases the length of the berserk rage for one round. Once cast, the caster cannot add additional magic points unless the spell is recast (requiring being able to touch the furious person).

Alternative names: *Curse of the Wolf, Words of Berserk, Infernal Anger.*

- G -

Gate

- **Cost:** variable POW
- **Casting time:** 1 hour per POW point spent
- **Cost to access:** variable magic points; 1 Sanity point

Gate allows the caster to create doorways between other lands or times, dimensions or worlds—allowing the user to travel great distances with a simple step. Usually a Gate connects to a single other location.

Creation of a Gate requires the permanent expenditure of POW in a sacrifice equal to the log to base 10 of the distance the Gate connects in miles multiplied by five (see **Table: Gate Creation and Travel Costs, and Gates: Sample Locations and Distances**, pages 122 and 123). A Gate may take many forms: common ones being indicated by a pattern of painted lines on a floor or wall, or a peculiar arrangement of stones in a field. The media used to "paint" the Gate sigils can likewise take many forms: chalk, paint, blood, carving, and so on.

Using the Gate costs a number of magic points equal to one-fifth of the POW originally used to make the Gate. Each trip through a Gate costs 1 Sanity point. Should the user lack enough magic points for a trip, the traveler expends hit points to make up the cost. Return trips through a Gate always cost the same as the initial journey.

Ordinarily, anyone or anything can move through a Gate, though some have been built so that a certain key—a word or gesture—is needed to activate the portal. Certain versions of the spell are known that also "change" those who pass through, to aid survival on an alien world. There are also hints that some Gates are capable of arriving at more than one destination.

Note: also see **Time Gate**, *page 179.*

Deeper magic: the caster may elect to prepare a Gate for travel by expending the necessary magic points before the journey. The Gate is thus primed and the next person stepping through the doorway is not required to pay the magic point cost, but will still need to sacrifice 1 Sanity point.

Alternative names: *Create Mystic Portal, Rite of Seeing, (Behold) Doorway to Other Places, Ye Portal of Many Journeys. Arch of Time, Gateway to Things Long Past and Sights Unseen, The Wizard's Trap.*

Opposite: Gate by Goomi

Gate Boxes

- **Cost:** variable magic points; 5 POW; variable Sanity points
- **Casting time:** 5+ hours

Allows the creation of twin magical boxes that form two ends of a magical Gate. Going through a Gate box costs exactly the same magic points and Sanity points as going through a normal Gate and the transit procedure is the same—see **Table 1: Gate Creation and Travel Costs**, page 122.

To create the Gate boxes, two identical wooden boxes are constructed to any desired SIZ. The boxes should open only at one end. The necessary ritual, consisting of placing one's hands on the boxes and conceiving certain hyper-dimensional lines and angles in one's mind for about five hours must be performed (5 POW is sacrificed at this time). Then the boxes automatically drain half the creator's magic points each day, until they have absorbed magic points equal to their total SIZ × 20. 1 Sanity point is lost for every full week of magic point drain. Once the necessary magic points have been taken, the boxes become operational.

Deeper magic: see **Vanish** (page 183) for a variant use for Gate Boxes.

Alternative names: *Enchant Gate Boxes, Vanish, Bodily Evaporation.*

Gate of Dreams

- **Cost:** variable magic points; variable POW; 1 Sanity point
- **Casting time:** hours equal to the number of magic points expended

This spell, which is very similar to the **Gate of Oneirology** (following), creates a permanent gateway to the Dreamlands. However, it does not allow someone from the Waking World who crosses into the Dreamlands to return, ever. The Gate of Dreams moves any being to Earth's Dreamlands, transubstantiating the Dreamlands equivalent for the traveler's earthly body and gear. Alas, the Earthly body dies irretrievably after taking the thirteenth step past the Gate; no return from the Dreamlands is possible after then.

Those who proceed into the Gate will seem to fade slowly away, while a corpse version of the traveler slowly begins to coalesce into existence at the entrance to the Gate. The traveler will be able to see their own corpse forming if they look back. If they should decide to turn around before taking their thirteenth step beyond the Gate they may return to the Waking World.



TABLE 1: GATE CREATION AND TRAVEL COSTS

POW (Gate Creation Cost)	Magic Points (Gate Travel Cost)	Distance in Miles / Light Years (up to…)
5	1	100 miles
10	2	1,000 miles
15	3	10,000 miles
20	4	100,000 miles
25	5	1,000,000 miles
30	6	10,000,000 miles
35	7	100,000,000 miles
40	8	1,000,000,000 miles
45	9	10,000,000,000 miles
50	10	100,000,000,000 miles
55	11	1,000,000,000,000 miles
60	12	~ 1/2 light year
65	13	~ 5 light years
70	14	~ 50 light years
75	15	~ 500 light years
80	16	~ 5,000 light years
85	17	~ 50,000 light years
90	18	~ 500,000 light years
95	19	~ 5,000,000 light years
100	20	~ 50,000,000 light years

GATES: SAMPLE LOCATIONS AND DISTANCES

Distance from Boston, USA	Approximate Furthest in Miles / Light Years	POW and (Magic Points) Required
Providence, USA	40 miles	5 (1)
Peoria, USA	1,000 miles	10 (2)
Portland, Australia	10,000 miles	15 (3)
Empty space	100,000 miles	20 (4)
Moon	230,000 miles	25 (5)
Mercury	140,000,000 miles	40 (8)
Venus	160,000,000 miles	40 (8)
Mars	250,000,000 miles	40 (8)
Jupiter	600,000,000 miles	40 (8)
Saturn	1,000,000,000 miles	40 (8)
Uranus	1,900,000,000 miles	45 (9)
Neptune	2,800,000,000 miles	45 (9)
Yuggoth (Pluto)	4,600,000,000 miles	45 (9)
Oort Cloud	9,000,000,000 miles	45 (9)
Proxima Centauri	4.3 light years	65 (13)
Sirius	8.3 light years	70 (14)
Fomalhaut	~ 22 light years	70 (14)
Vega	~ 26 light years	70 (14)
Aldebaran	~ 50 light years	70 (14)
Celaeno	~ 400 light years	75 (15)
Far Side of Milky Way	~ 70,000 light years	90 (18)
Galaxy M31	~ 2,800,000 light years	95 (19)
Azathoth	~ 10 billion light years	105 (23)
Distant quasar	~ 15 billion light years	105 (23)
1 Astronomical Unit	~ 93,000,000 miles	35 (7)
1 Light Year	~ 5,900,000,000,000 miles	60 (12)
1 Parsec	3.26 light years	65 (13)

The requirement of familiarity with the desired destination of the Gate are the same as for the Gate of Oneirology spell, but as this spell is somewhat more limited in its usefulness, it requires only half as much POW (round any fractions down) be sacrificed. For example, a Gate Of Dreams opening onto Ulthar would require 10 POW be sacrificed, while a Gate of Dreams leading to a site in Yuggoth's Dreamlands would require 22 POW. It is possible to distinguish between the two types of Gates with a successful Cthulhu Mythos roll.

The only known ways to pass through a Gate of Dreams and be able to return is with either the artifact known as the Silver Key, or if the key to the Gates of Wonder is in the traveler's possession. The traveler must bear either key with them on both their entrance to and exit from the Dreamlands, or else they will become a permanent resident just as if they had entered without a key to begin with. It is possible for someone to enter with one key and leave with the other.

Alternative names: *Portal to Dream, Irrevocable Path.*

Gate of Oneirology

- **Cost:** 4 magic **points; 20 POW; 1 Sanity point**
- Casting time: hours equal to the number of magic points expended

This spell resembles the **Gate** spell (preceding); however, it opens a physical pathway to the Dreamlands. When the Gate is created, the maker must know the destination in the Dreamlands they intend the Gate to lead to. The caster must have visited the site and know its relationship to at least one other area of the Dreamlands. Travel through such a gate is two-way from the Waking World, but things originating in the Dreamlands cannot pass through it.

Deeper magic: it is possible to build such a gate to a Dreamlands beside Earth's own. This costs an amount of POW equal to the cost for traveling to the spot's Waking World equivalent (see **Table: Gate Creation and Travel Costs**, preceding). For instance, if an investigator, having once visited there, wished to build a Gate Of Oneirology to Yuggoth's Dreamlands, it would cost 45 POW, since the Earthly Yuggoth (Pluto) is around 5 quadrillion miles away.

Alternative names: *The Mortal's Path to Dream, Conduit of Delusion.*

Gather and Channel Fear

- **Cost:** 10+ magic points; 6 Sanity points
- **Casting time:** 1 hour

The caster is able to generate and channel fear, converting such energies into magic points; often used effectively in conjunction with **Send Dreams** (page 164) to give the populace in a given area horrid nightmares.

The caster must shed their blood (1D4 hit points) onto an object to be used as a focus for the spell (often a statue of a Mythos entity); the more upsetting the caster finds the entity, the better. Once the blood has been shed, the caster sacrifices 10 magic points per desired mile radius of the casting. The essence of the spell is released and everyone within the area of effect must make a POW roll (opposed by the caster's POW). For those who succeed there is no effect; however, a failed roll means the individual suffers a horrifying nightmare (if used with the Send Dreams spell), or starts jumping at shadows, grow tense, and acts "on-edge" for the next 24 hours. For each person failing the opposed POW roll, 1 magic point is leeched and channeled to the caster, who may use such points to replenish their own supply, or store the energy for future use—however, such acquired magic points last only until the next new moon.

Alternative names: *Transmogrify Terror, Sufferance of Fear.*

Gift of Inanna

- **Cost:** 4 magic points; 6 Sanity points
- **Casting time:** 1 day

Grants beauty to the caster at the expense of another. The spell's target must be within one mile of the caster, who spends a day focusing upon the target and performing the necessary rituals. At midnight, after the last ritual is completed, the caster makes an opposed POW roll with the target: if the caster wins, 10 APP is removed from the target (making them appear that much older), and 5 APP is added to the caster (who now appears that much younger). If the target wins the opposed roll, the caster is thrown into a coma for 1D3 days and permanently loses 5 CON. In most cases, the spell's target notices no change at all.

Deeper magic: *by doubling or tripling the spell's cost, the caster may increase the amount of APP lost and gained (at double the cost, the target may lose 20 APP, while the caster gains 10 APP, etc.). Note that should the caster fail the opposed POW roll, the resultant coma lasts 2D3+1 days, and 20 CON are lost.*

Alternative names: *Youth Drain, The Jealous Eye, Commutation of Beauty.*

Golden Cage of Desire

- **Cost:** variable magic points; 5 Sanity points
- **Casting time:** 1+ day

Turns desire into a trap for the unwary and weak-minded. The spell's target must already be desirous of a particular object when the spell is cast. The caster must invest magic points equal to number of magic points the target possesses.

For one day, the target falls into a blissful state, believing they have acquired the desired object. The state of bliss can be maintained for another day by sacrificing the same number of magic points (this, in theory, could be repeated daily). After the first 24 hours, and each day thereafter, the target may attempt a Hard POW roll in order to come to their senses and realize the object is not in their possession. In addition, some form of intense violence or significant shock can force the target out of the illusion. For each week under this spell, the target should make a Sanity roll (1/1D4 loss).

Alternative names: *Stupefaction of Avarice, Burning Hunger of the Heart's Desire.*

Good Thief Water (Folk)

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** 1 hour

A spell to prevent the theft of the caster's property. The caster prepares an infusion of various ingredients and then sprinkles a bit of the infusion on an item. Anyone attempting to steal that item will have make an Extreme POW roll to still be willing to do so. Otherwise, the would-be thief has an inexplicable and strong aversion to the item, and a slight nausea when contemplating the theft. The effect lasts for 1D6+1 days. One batch of the infusion is enough to protect goods equivalent in size to an average automobile.

At the Keeper's discretion: a successful Art/Craft (Potions) roll may be needed to ensure that directions are carefully followed.

Deeper magic: with an increased cost of 10 magic points and 1D4+4 Sanity points, the infusion becomes much more potent (the amount of the liquid is reduced, creating enough to apply to four items at most). When sprinkled on an item it causes the would-be thief to suffer convulsions when in close proximity; the thief must make a CON roll or be unable to do little more than writhe on the ground until such time as they are carried away or the item is removed from their presence.

Alternative names: *Thief Bane, Hideous Retching, Curse of the Pilfering Hand.*

Graft Flesh

- **Cost:** 10 magic points; 2D6 Sanity points
- **Casting time:** 2 hours

Allows the caster to graft a piece of **Enchanted Flesh** (page 108) to his or her body, and have the flesh and its armoring effects last forever. The caster must remove from his or her own body a corresponding area of skin (SIZ 5 area, costing 1D4 hit points) before the Enchanted Flesh can be grafted. Once cast, the properties of the Enchanted Flesh become available to the user forever.

Deeper magic: this is a very rare spell and a jealously guarded secret of a handful of wizards.

Alternative Names: *none known.*

Grasp of Cthulhu

- **Cost:** 2D6 magic points (per minute); 1D6 Sanity points
- **Casting time:** 1 round

Immobilizes one or more targets with a terrible, crushing pressure, temporarily robbing STR. The spell's range is 10 yards and may affect more than one person at a time; however, each additional target costs an additional 2D6 magic points per minute the spell is sustained—can be extended for as many minutes as the caster's magic points can buy without additional Sanity point cost, but the caster must concentrate on the spell during the entire time.

For the spell to take effect the caster must succeed in an opposed POW roll with the target(s): if the caster wins, the victim(s) feels great pressure bearing down upon his or her body and is unable to move—as though wrapped by the mighty tentacles of Great Cthulhu.
For each minute the spell lasts, the target temporarily loses 5D10 STR points. If the target's STR drops to zero or less, he or she falls unconscious.

Alternative names: *The Suffocating Tentacles of the Watery Deeps, The Smothering, The Gift of R'lyeh.*

Graveyard Kiss (Create Zombie variant)

- **Cost:** 5 POW; 1D10 Sanity points
- **Casting time:** 1 day

Requires a human corpse, which retains sufficient flesh to allow mobility after activation. The caster puts an ounce of his or her own blood in the mouth of the corpse, then kisses the lips of the corpse and "breathes part of the self" into the body. Five points of POW are lost, a gift to the corpse.

With success, the caster may give the zombie simple commands that it will carry out. Over time the zombie may learn to accept more complex commands. Should the caster die, the zombie becomes inactive and rots away. The zombie will last until it eventually falls apart (this could take years). Part of the invocation refers collectively to the Mythos Gods—though no specific names are used.

Alternative names: *Everlasting Servant, Blood of Life.*

Great Rite of Sacrifice

- **Cost:** 1 magic point; 1D10 Sanity points
- **Casting time:** 2 hours

A ceremony used to ritually slay someone in order to provide magic points or POW to the caster, or as a sacrificial gift to a deity. The caster performs a complex series of rituals centered upon a human sacrifice and then, using an enchanted knife, murders the unfortunate victim. If the magic points possessed are going to go to the caster, they are added to their magic point tally; however, if not used within 24 hours, such extra points are forfeit. The magic points gained through this ritual may never exceed twice the caster's normal maximum.

The caster may instead elect to drain POW from the victim, up to a maximum of half of the victim's POW value. This POW must be spent within one hour or the extra POW points are lost.

Deities gain the same rewards from the sacrifice as would the caster—most times, the caster receives a boon from the deity for their offering.

Alternative names: *Yan Zon Benefaction, The Grand Exaltation.*

Green Decay

- **Cost:** 15 magic points; 10 POW; 2D8 Sanity points
- **Casting time:** 1 day

A curse that turns an individual into a green pile of mold. A day must be spent focusing energy upon the intended target of the spell and reciting an incantation to Gla'aki. In the next 24 hours the caster must personally give a green leaf to the target. At dawn on the following day, for the spell to take effect, an opposed POW roll must be made between the caster and target: if the caster is successful, the green decay has begun.

Over the next seven days the target effectively turns into a green mold. At first, green blotches appear on the skin, which later begin to grow mold-like hairs. As the spell progresses, more and more of the skin grows green and the skin rots. In tandem, the target's organs also begin to rot (causing pain, foul smells, and other unpleasantness). By the sixth day the target's mental facilities rapidly deteriorate, and movement becomes impossible. The only known cure is to find and kill the caster, which reverses the spell's effects.

The only written transcriptions of this hideous spell are said to found within the *Book of Eibon* and the *Revelations of Gla'aki*.

Alternative names: none known.

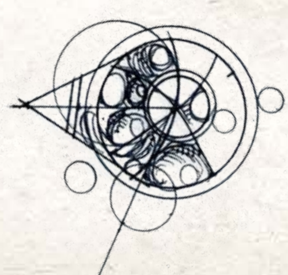
Grey Binding (Create Zombie variant)

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** 1 hour

A ritual liquid must be poured over a prepared corpse. The ingredients of the liquid differ depending on the version of the spell; however, the blood of the sorcerer appears common to all. Other ingredients should be determined by the Keeper—at least one should be costly or illegal, or perhaps radioactive. Once the corpse has been prepared and the liquid decanted, the caster intones the spell. With success, the corpse rouses. Literally mindless, the zombie is akin to a wild animal and is not under the control of its creator. The zombie continues to rot after its creation and so eventually decays into incapacity.

Deeper magic: it is rumored that some may be able to create unlimited undead servants with a limited amount of control. The level of control is minimal and limited to very simply commands. All the sorcerer requires is a sufficient supply of corpses. To determine the number that can be created and controlled, divide the caster's POW by five: the result is the maximum number of zombies that may be actively controlled at any given time.

Alternative names: *The Deathless Servant, Love's Lost Embrace Returned.*



- H -

Halt of Eanora (Dreamlands)

- **Cost:** 4+ magic points; 1D6 Sanity points
- **Casting time:** 5 rounds

This spell may only be cast in the Dreamlands. A whirl of white flakes interspersed with rigid lines of marbled substances is sent forth from the caster to the target object. The target is permanently turned to stone (though, use of the Dreaming skill or other magic could, in theory, return it to its former state). This has no effect on stone objects.

The spell costs 4 magic points + 1 point per SIZ point of the target. If insufficient magic points are spent to turn the entire target object to stone (and the caster elects not to burn hit points to feed the spell), then the spell does not work. But, if twice as many magic points as needed to transform the target are spent, the caster can decide to transform only part of the target.

Alternative names: *Curse of Stone, Petrification.*

Hands of Colubra

- **Cost:** 12 magic points; 1D10 Sanity points
- **Casting time:** instantaneous

Transforms the hands of the caster into the foreparts of two venomous snakes. The spell only affects the caster, with the effect lasting 1D3+3 rounds. The transformed snakes can bite targets up to 8 feet distant. Those viewing the transformed wizard should make a Sanity roll (0/1D6 loss).

Each snake may attack (using the caster's Fighting skill), with each bite delivering 1D3 damage plus injecting venom—if the target fails to make an Extreme CON roll, the venom causes the loss of 1D10 hit points per round until the hit points lost equal one-fifth of the caster's POW or the target is dead.

Alternative names: *The Serpent's Fingers, The Blessing of Yig.*

Healing (Folk)

- **Cost:** 12 magic points; optional POW; 1 Sanity point
- **Casting time:** 2D6 rounds

This spell provides healing to physical injuries. The caster must touch the injured person whilst repeating a short phrase. In some variations of the spell, preparation of certain ingredients (healing herbs, oils, etc.) must also be applied.

Once the spell has been invoked, the healing process is accelerated: after 2D6 rounds the injured person is healed for 2D6 hit points (up to normal maximum hit points). The spell does not actually regenerate flesh, but rather it melds wounds together, leaving awful scars that may reduce APP (and possibly other lasting physical ailments at the Keeper's discretion). The healing is only permanent if the caster also spends 1 POW per hit point healed; otherwise the healing is temporary and the wounds reopen after a day. Note that this spell cannot bring back the dead to life.

Deeper magic: a variant of the spell may mentally heal a person, allowing the target to regain 2D6 Sanity points and curing any insanity currently suffered. Again, the effects are temporary (24 hours) unless the cater sacrifices 1 POW per Sanity point regained.

Alternative names: *Impart Nourishment to the Ailing Flesh, The Blessing, Meld Wounds.*

Heart's Courage

- **Cost:** 5 POW; 4 Sanity points
- **Casting time:** 24 hours

A protective spell against those with knowledge of the Cthulhu Mythos. The caster carves runes dedicated to a specific Mythos deity into the wall or floor of the area to be protected, then prays to the entity.

Those who come near to the runes and who also possess the Cthulhu Mythos skill must intone the entity's name to be allowed to move past. Failing that, the person may attempt a Hard POW roll to gain access: if failed, the person finds himself or herself paralyzed and frozen in place, although their body otherwise functions normally—they can speak and see, but cannot move. If left at the warding runes or carried past them, paralysis continues indefinitely and the target will die in 1D3 days. If carried back, away from the runes, the paralysis ends after 2D10 rounds. Those who were frozen by the ward may attempt to pass them again at a later time.

From time to time, such a ward may need a new sacrifice of POW at the Keeper's discretion.

Alternative names: *The Way is Shut, Chaugnar Faugn's Ward, The Unmoving Curse.*

Hibernate

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 3 rounds

Slows the metabolism of any being that has a heart, and then sustains the target over great lengths of time. May

only be cast on a willing target. The caster must touch the forehead of the target, saying a short phrase. The target falls to the floor in deep slumber and dreams endlessly. With the expenditure of 5 magic points, the sleep lasts for one year; if 10 magic points are spent, the sleep lasts ten years; for 15 magic points, it lasts 100 years. The target retains a modicum of perception; if clear danger presents itself, they may awaken with a successful Luck roll, though the spell is thereby broken.

Alternative names: *Still Blood, Sleep of the Ancients.*

Human Shrub

- **Cost:** 10 magic points; 10 POW; 6 Sanity points
- **Casting time:** 4 rounds

Requires a living human subject, who is transformed into a plant/human hybrid. The caster must be within five yards and win an opposed POW roll with the target. While retaining consciousness, the target literally takes root in the ground, their flesh metamorphosing into plant-like growths. The unfortunate target should also make a Sanity roll (1D4/1D10 loss).

Those knowing the spell may reverse its effects for the same costs, otherwise the target remains a human-plant thing, unable to move from where they took root, but able to perform some limited actions and vocalizations (this could include attacking those nearby at the Keeper's discretion).

Alternative names: *The Black Seed, The Green Doom, Song of Cybele.*

Hunger of Kazan

- **Cost:** 20 magic points; 10 Sanity points
- **Casting time:** 1D8+1 rounds

Causes fissures to form in the ground and an eruption of molten lava to issue forth. The caster invokes the names of various Mythos entities while cutting their flesh, allowing their blood to pour onto the ground. After 1D8 rounds, the blooded ground erupts with blistering hot lava and steam.

Approximately 1,000 cubic feet of lava is expelled, oozing through the cracks in the ground and destroying everything it touches. Contact with the lava ignites combustibles, melts metal, and causes 1D8 damage per round of contact. For each additional 5 magic points invested, add 100 cubic feet of additional lava.

Alternative names: *The Terrible Heat, Blood Fire, Awful Judgment of Kran-Kros.*

- I -

Identify Spirit

- **Cost:** 12 magic points; 2 Sanity points
- **Casting time:** 24 hours (1 round to apply)

Creates a magical powder that temporarily exposes an alien entity inhabiting the target's mind or body. Anyone can use the created powder. When sprinkled over a human and a word of power is spoken, the powder reveals the possessing entity for one round.

In creating the powder a glass ground from a mirror at least 100 years old is required, as is a handful of gold dust and two special ingredients (Keeper's choice). The caster then meditates silently for a day and a night in a cave or other lightless place. Once his or her mind is clear, the caster combines the ingredients, adds the blood of a mammal, utters a short incantation, and invests the spell's costs. The vessel's contents should burst into flame, indicating that the spell has been successful. If unsuccessful, the magic points are lost and the ritual may be begun anew. To determine success, the caster must succeed in a POW roll.

The result is a fine grey-blue powder as soft as fresh wood ash. It keeps indefinitely.

A pinch or two is enough; sprinkled, blown, or thrown over a target, the form of any possessing foreign entity becomes visible as a life-size shadow superimposed over the host; the shadow vanishes at the end of the round. Any resultant Sanity loss from seeing the shadowy entity is halved.

The powder would reveal Y'golonac, a member of the Great Race, or an insect from Shaggai. Serpent people using the Consume Likeness spell (page 72) would not be revealed by this spell, nor would people of ghoulish tendency, vampires, or shape-changers.

Alternative names: *Draw Forth Visage of Possessing Evil, Dust of Seeing, Illuminate The Devil.*

Ill Luck (Folk)

- **Cost:** 4 magic points; 1D6 sanity points
- **Casting time:** 1 round

The caster mutters a curse or passes a cursed item to the target, causing the target to experience bad luck for 24 hours. The caster must overcome the target's POW in an opposed roll; if successful, the target suffers bad luck (must take a penalty die on all Luck rolls for the next 24 hours).

Deeper magic: some cunning folk and witch doctors shy away from the use of this spell as they believe the bad luck can rebound upon the caster (if the caster fails to win the POW roll, they are cursed with bad luck for 24 hours).

Alternative names: *Hex, Malediction, Jinx, Execration.*

Immortality

- **Cost:** 65 POW; 1D6 + 1D20 Sanity points
- **Casting time:** 24 hours to prepare the bowl; 6 days to realize the spell

Allows the caster to prolong their life indefinitely. In order for this spell to work the caster must prepare a large copper bowl into which their corpse will be placed and heated after their death. Preparation of the bowl costs 25 POW and 1D6 Sanity points.

Once the pot has been prepared the caster enchants their body, investing 40 POW and 1D20 Sanity points. At the time of the caster's death an accomplice should be ready to take and place the caster's body into the bowl, allowing it to be heated for 1D6 days. The heat renders the caster's corpse down to its essential fats and (at a suitable point) six human hearts are then placed into the bowl. Once the sixth heart is in the bowl, the caster's body reforms and returns to immortal life. Immortality means that the caster ages at an incredibly slowed rate.

Deeper magic: wise sorcerers should take note that this spell grants immortality, not invulnerability. The immortal caster may still be killed by violence, although there is nothing stopping them from preparing this spell to be cast again (and again) if desired. Certain lore speaks of unusual energy fields which can harm or somehow diminish the life-force of an immortal; whether such fields are magical or cosmic in nature is uncertain, and the immortal sorcerer would be advised to be wary lest their unnatural lifespan be cut short or damaged.

One variation of this spell calls for a fetish (a ring, painting, mirror, or some other object) to be created at the same time that the caster enchants their body. The fetish must be kept safe and it and the caster's fate are then intertwined as damaging the fetish causes harm to the caster; if the fetish is destroyed, the caster immediately dies. Consequently, most sorcerers keep their fetish close by and well protected.

Alternative names: *Endurance of Will, Phasgeania's Deathlessness, Athanasia.*

THE CURSE OF IMMORTALITY

Immortality is a gift and a curse. Immortality does not mean the character does not age; rather, it means the character lives eternally—unless killed—and ages slowly. With each passing of one hundred years, if the caster has any remaining Sanity, the immortal loses 1D10 Sanity points. Keepers are advised to adjust the aging mechanics, with deductions occurring once every 100 years (see Aging, page 98, *Call of Cthulhu Rulebook*). It is left to the Keeper's discretion whether and how much EDU increases.

The immortal wizard tends to be overly cautious, as having won eternal life he or she fears its loss greatly. Common folk are often scared by what they cannot understand and a man who never ages presents themselves as a target for rumor and mistrust—perhaps they are a vampire or some other abomination who must be burned at the stake to ensure the safety of the community? Thus, wise wizards prepare for their future by "dying" only to return as some distant relation or son or daughter so as to obfuscate the truth of their existence.

Impeccable Throw (Folk)

- **Cost:** 5 magic points; 2 Sanity points
- **Casting time:** 1 round

By reciting a short verse, the caster or chosen recipient is able to throw an object and have it land exactly where he or she desires within 50 feet. The spell guides a thrown object to a trajectory that will hit the desired target. Casting allows for one object to be thrown.

Alternative names: *Bull's Eye Charm, Wizard's Toss.*

Implant Fear

- **Cost:** 12 magic points; 1D6 Sanity points
- **Casting time:** instantaneous

Causes a soul-chilling dread, breaking the target's concentration and disrupting his or her actions. The caster must be able to see and point a finger at the target while invoking the curse. The sudden unnerving costs the target 0/1D6 Sanity points, and they feel compelled to retreat to a safe place—anywhere the person would normally feel safe and secure.

Alternative names: *Finger of Doom, Eibon's Jinx, The Evil Eye.*

Imprison Mind

- **Cost:** 10 magic points; 1D6 Sanity points
- **Casting time:** 6 or more hours

Destroys the ability of an entity to move magically or naturally from mind to mind, possess other beings, or leave in any other way the body in which it currently resides.

The spell may be cast by an individual or a group. For the spell to take effect an opposed POW roll must be made between the caster and target (possessing mind). If the target is overcome, it is forever trapped in its current body. If used against a Great Old One, Outer God, or avatar, the spell traps the being for only 10 hours minus a number of minutes equal to the value of the possessor's POW. Y'golonac, for example, would be trapped for 7 hours and 40 minutes (having a POW of 140).

Alternative names: *Imprison Within Husk of the Living, Confine Demon of the Mind, Capture Spirit.*

Incantation of The Sixth Sathlatta

- **Cost:** none
- **Casting time:** 1 round

This incantation can be used in several ways, none of them requiring Sanity point or magic point sacrifices, but with potentially dire consequences for the caster.

If inscribed upon a wafer of flour in its original Ptetholite text and used in conjunction with the Hoy-Dhin chant found in the *Necronomicon*, it may be used to Call the Black upon one's enemies (using the same mechanics as the **Call The Black** spell, page 61).

Saying the incantation once before sleep allows contact with Yibb-Tstil in dreams.

If thirteen people together say the incantation on any "first day" of a calendar year, Yibb-Tstll is duly summoned.

Each use of the incantation (no matter its purpose) requires a POW roll by the caster: if failed, the caster comes to the attention of Yibb-Tstll—how this manifests is left to the discretion of the Keeper.

Alternative names: *none known.*

Incinerate

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** instantaneous

This spell is only effective against living beings and a single target must be chosen. The caster makes an opposed POW roll against the target: if the target wins, the spell has no effect; if the caster wins, the target suffers the spell's full effects.

Successfully cast, the spell inflicts 1D6 points of damage per round as the target's metabolism accelerates, generating incredible heat. In the first round the effect is an increased temperature and flushed complexion. By the second round the target is sweating profusely and blisters begin forming on the skin. By the third and fourth rounds internal fluids reach boiling point and the target writhes in agony while coughing up steaming bile, blood, and bits of their own boiled organs. The process continues, past death, eventually reducing the corpse to ashes and bone fragments. Witnessing such a demise calls for a Sanity roll (1/1D6 loss).

Alternative names: *Flaming Envelopment, Combustion, The Fiery Death.*

Indent Liche

- **Cost:** 2 magic points; 1 Sanity point
- **Casting time:** 1 round

Compels a reanimated corpse to obey the caster's commands. If the caster wins an opposed POW roll with the zombie, he or she may issue one simple vocal command which must be obeyed. The spell must be repeated if a complex series of actions is required (i.e. multiple commands). The zombie will perform a command to the best of its ability; however, if the task is not completed within 1D4 rounds the zombie is no longer compelled to finish it.

Alternative names: *Command of the Dead, Obligation of Death, Corpse Talk.*

Ineffable Comprehension

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** 2 rounds

An enchantment allowing speech between the caster and one other to be understood without the benefit of a common language. The caster must be able to vocalize. Each 5 minutes of conversation costs 1 magic point (the caster may continue to pay this cost to increase the time of the spell's effect).

If the caster goes insane while performing this spell, they permanently retain the ability to communicate with the person they were conversing with, but are no longer able to comprehend any other languages (even their Own Language). It is at the Keeper's discretion whether they can relearn any language skills lost.

Alternative names: *Direct Connection, Tongue of Many Utterances.*

Instant Enlightenment

- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** 1D4 rounds

By sharing the cosmic truth of the Cthulhu Mythos the caster imparts sanity crunching knowledge, which can lead to instant insanity. The caster and target must be able to converse without interruption, with the caster rolling their Cthulhu Mythos skill in an opposed roll against the target's POW: if the caster succeeds, the target loses 1D6 Sanity points but gains 1D3 Cthulhu Mythos points.

Alternative names: *Words of Truth, Lift Veil, Impartation of the Ultimate Divine.*

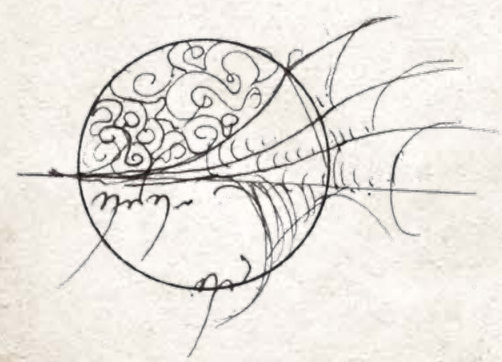
Ironmind (Dreamlands)

- **Cost:** variable magic points; 1D3 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. Shining beams of light whirl around the caster's head, which somehow allow the caster to concentrate powerfully. If the caster is concentrating on anything, such as maintaining a spell, no damage or distraction will cause a break in his or her concentration. In addition, the caster becomes immune to the following spells while Ironmind is in effect: **Woeful Itch** (page 190), **Serviceable Villein** (page 166), **Lassitude of Phein** (page 135), **Ravening Madness** (page 156), and **Living X** (page 138).

The spell costs 4 magic points per five rounds it is maintained.

Alternative names: *Immoveable Concentration, Mind Wall, Indomitable Intellect.*



- J -

Journey to the Other Side

- **Cost:** 15 magic points; 1 Sanity point
- **Casting time:** 1 day

A long ritual whereby the caster chants or performs some other ritualized repetition to enter a trance state (an altered state of consciousness). Once the altered state has been achieved, the caster is able to send his or her "spirit" to another plane of existence; which plane may be determined by the caster (if they know and comprehend its existence), or could be random—conceivably, even, to the location of a Mythos deity or perhaps the Dreamlands. The trance lasts 1D6+3 hours. Depending on where the caster's spirit sense travels and what it sees, Sanity losses (possibly quite high) are likely.

Alternative names: *Channel Soul to Other Place, Transport Mind, Great Journeying.*

- K -

Katarien's Heat Wave (Dreamlands)

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 1 minute

This spell may only be cast in the Dreamlands. The caster invests as many magic points as they desire, plus 1 magic point for each hour the spell is in operation. For each magic point initially invested, the temperature within 10 yards of the caster is increased by +3 degrees Fahrenheit.

Note that the boiling point of water is 212 degrees Fahrenheit and paper burns at 451 degrees. Those caught holding combustible material, or near to fire, are liable to suffer from burning damage.

Alternative names: *Radiant Heat, Hand of Fiery Doom.*

Keenness of Two Alike

- **Cost:** 4 magic points; 1 Sanity point
- **Casting time:** 1 hour

Heightens mental clarity, concentration, and retention for 1D4+4 hours. The spell requires there to be two casters who are related by blood (both pay the spell's cost). Conclusions understood or perceived during the spell's effect are remembered when the spell ends, though the derivations of such conclusions may become mysterious. The two casters follow an elaborate ritual to essentially join



THOMAS DAVENPORT, AGE 42

Occupation: Historian and Necromancer
Residence: Kingsport, Mass.

STR 45	**CON** 75	**SIZ** 55
DEX 65	**INT** 85	**APP** 50
POW 75	**EDU** 90	**SAN** 00
HP 13	**DB:** 0	**Build:** 0
Move: 8	**MP:** 15*	

**See equipment.*

Combat

Brawl	35% (17/7), damage 1D3
Dodge	50% (25/10)

Spells

Any relating to death as the Keeper desires (e.g. Animate Mummy, Call Zombie, Cast Circle, Command Ghost, Contact Spirits Of The Dead, Create Bad-Corpse Dust, Create Zombie, Dismiss Spirit, Eyes Of The Zombie, Nyhargo Dirge, Possess Corpse, Reanimation, Remortification, Resurrection, Soul-Trap, Spirit Summoning), and Enchant Cane.

Skills

Anthropology 50%, Archaeology 40%, Cherokee 40%, Choctaw 35%, Cthulhu Mythos 15%, English 85%, Fast Talk 25%, French 60%, History 85%, Intimidate 40%, Iroquoian 40%, Latin 80%, Library Use 75%, Listen 60%, Medicine 30%, Occult 80%, Psychology 50%, Siouan–Catawban 45%, Spanish 60%, Spot Hidden 60%, Stealth 50%, Track 30%

Equipment

Enchanted Cane, stores magic points (50 points stored currently); others at the Keeper's discretion.

Backstory

- **Description:** tall, majestic, dressed in an expensive dark suit, carrying a silver-topped cane.
- **Ideology:** the living can tell you little you don't already know, but the dead have such stories to tell.
- **Traits:** cold, ruthless, thirsty for knowledge.

Born in Kingsport, Davenport spent more time with books than he did with people. He dreamt of times long ago when the world was a more enchanting place. It was little surprise that he chose to study history and found his first job at the Kingsport Historical Society Museum.

Not long after starting at the museum, Davenport decided to write a book on the history of the region. Part of his research included the witch trials that had claimed the lives of four reputed witches in 1692. He cast his net wider to examine similar activity in the region and stumbled across accounts of Joseph Curwen of Providence, Rhode Island. Curwen fascinated Davenport. The scraps of information he found implied that Curwen had resurrected the dead to question them about the past. Davenport's imagination was ignited. What if it were possible? Oh, the things he could learn: secrets lost to the passage of time, confined only by the grave—they would be worth their weight in gold to the academic community.

Lawrence searched libraries and private collections along the East Coast, seeking for details of the dark rites hinted at in Curwen's story. In one such tome, Nameless Cults, he found what he was looking for. He had no interest in the revelations of the wider Mythos that the tome offered, only the knowledge that would allow him to raise the dead. He set about stealing a fresh corpse from the local graveyard and successfully performed the rite; thus, he started down the path towards insanity.

Ten years on, Davenport has acquired a terrifying range of spells allowing him to manipulate the dead, but this has taken an irreparable toll on his mind. He has published a handful of moderately successful books detailing histories of American Indian tribes along the East Coast (although omitting exactly how he came by such knowledge). He stepped past the point of no return when he performed a human sacrifice using a homeless man to create a tool to help in summoning the dead (his enchanted cane). Since then, the ends have justified the means.

He is now no longer in any sane state to publish coherent historical works. His home, just beyond the outskirts of Kingsport, is full of notebooks containing scrawled text from his interrogations of the dead. He believes that one day these notes will form the basis for his magnum opus. The isolated house is maintained by resurrected corpses: a Cherokee woman from the Smokey Mountains, a Union soldier from Gettysburg, a militiaman from Concord, and a falsely accused witch from Salem. Davenport divides his time between collating the vast amount of historical accounts he has gathered, and traveling to out of the way graveyards where he can plunder the knowledge of the dead.

Opposite: Thomas Davenport by Jonathan Wyke

their minds for the purpose of solving intellectual problems or puzzles; one caster receives a temporary intellectual enhancement, granting a bonus die to INT rolls for 1 hour thereafter.

The level of comprehension gained and the ability to solve particular issues are determined by the Keeper.

Alternative names: *Mind Melding, Twin Comprehension.*

Knot Flesh

- **Cost:** 1D8 Sanity points; 2D6 magic points
- **Casting time:** 1 round

Causes the bones and flesh of a target's body part to become extremely flexible, twisting and knotting, causing great pain. The caster must win an opposed POW roll with the target: if successful, one portion of the target's body (most often an arm or a leg) twists and turns like it is a rope until it becomes knotted. The effect is incredibly painful requiring a CON roll to avoid passing out from shock, and costs the target 1D8 damage, as well as the permanent loss of 5 DEX (bones do not break, but may be thinned and twisted). The target should make a Sanity roll (1/1D6 loss). It is possible to knot a victim's arm or leg around an inanimate object, such as a pole or fence, or another person.

The spell may be reversed by the caster (paying the cost again) or another who also knows how to perform the spell. For those witnessing the horrible twisting of flesh and bone a Sanity roll is called for (1/1D4 loss).

Deeper magic: if the caster elects to sacrifice 5 POW at the time of casting, the knotting is permanent, requiring extensive surgery to correct. In this case, the spell cannot be reversed.

Alternative names: *The Twisting Agony, Flesh Like Rope.*

Koshchey's Death

- **Cost:** 5 POW; 2D6 Sanity points
- **Casting time:** 1 week

Protects the caster from death, but at a price. After a weeklong ritual, a portion of the caster's life force is deposited inside an egg for safekeeping. Thereafter, if reduced to zero hit points the caster does not die but instead falls into a coma-like state until his or her hit points are raised to 1 or more.

If the caster's body is dismembered, burnt, chained to the bottom of the sea, or obliterated in some other reasonably conclusive way, the caster dies despite the protection afforded by the spell. Also, if the egg is broken, the caster immediately perishes.

In order to support the coma and the mental strain of life within the egg, the caster takes on a mania or phobia (consulting with the Keeper).

Deeper magic: *the spell originated in Russia, named after a legendary sorcerer, Koshchey the Deathless.*

Alternative names: *none known.*

- L -

Lace Curtains of Hish (Dreamlands)

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. Causes strange orange and red delicately patterned forms to dance about before the caster, who may move them at will up to 10 yards per round. The spell costs 3 magic points per round it is maintained. If the patterns, 6 feet in diameter, are moved to envelop someone, that individual's visually oriented skills (including combat skills, Spot Hidden, etc.) suffer a penalty die. In addition, any visually oriented skills targeting the person enveloped also suffer a penalty die. The target can, of course, get free of the enveloping patterns by simply moving away.

Alternative names: *The Undulating Cloak, Hish's Whirling Configuration.*

Lambent Flame (Dreamlands)

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. A narrow cone of flame springs from the caster's index finger. The flame may be whatever color the caster selects, and can be used to ignite a fire, amuse onlookers, or heat a small container. The flame is about as hot as a large candle flame. The spell costs 2 magic points per round the flame is kept in operation.

Alternative names: *Fiery Digit, Fantastic Flame of Many Hues.*

Lame/Heal Animal (Folk)

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** 1 round

Causes one animal, usually a horse or cow, to suffer painful inflammation of its tendons and ligaments, or to become extraordinarily healthy and vigorous, as the caster chooses. The caster must touch the beast for the spell to take effect.

Deeper magic: with a significant cost in magic points, the caster could conceivably cause a whole herd to become lame. Variations on the casting of the spell may provide clues to nature of the animal's suffering. Sometimes the caster must leave a mark on the animal, other times the caster must bury a totem of some kind within the vicinity. Such clues may lead a wary farmer to conclude that dark witchcraft is afoot.

Alternative names: *Blight Beast, Hex, The Ill Wind.*

Lassitude of Phein (Dreamlands)

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. Causes the spell's target to fall asleep if the caster wins an opposed POW roll with the target. The caster must be within 10 feet of the target. The sleep is a deep natural slumber, and the target can be awakened normally from it. In any case, they will wake up within a few hours.

Alternative names: *Torpor, Rest Now, Song of Bliss.*

Lavender Spheres of Ptath (Dreamlands)

- **Cost:** 8+ magic points; 1D6 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. Creates an exploding globe. For every 8 magic points spent at the time of casting a single purplish-pink globe of energy is formed. Each globe is about the size of a basketball and all drift (MOV 5). The caster may direct the globe towards a chosen target. When a globe collides with any object, it explodes, causing 3D6 damage in a one-yard radius. If another sphere is within the area of affect, it also explodes, possibly starting a chain reaction if more globes are drifting about. The spheres home in on their assigned target and can follow it for up to an hour; thereafter, they fade away harmlessly. Note that an **Emerald Dart of Ptath** (page 106) pops a Lavender Sphere of P'that without exploding it.

Alternative names: *Airy Balls of Disaster, Incredible Mesmerizing Doom.*

Levitate

- **Cost:** variable magic points; 1D6 Sanity points
- **Casting time:** instantaneous

Causes the caster or a chosen target to float slowly through the air. The caster must be able to touch the target. 1 magic point per 5 points of SIZ of the person to be levitated must be invested. The spell levitates the target 3–5 feet off the ground for 1D6 minutes. If falling from a height, the target falls in slow motion and halts several feet off the ground.

Each extra magic point expended during the spell's effect allows the user to move the target one yard horizontally or vertically. The target floats as the caster wills, helpless to stop moving except by grabbing a tree limb or similar brace. In that case, an opposed roll is made: the target's STR against the caster's POW. If the target wins, the spell is broken and the target falls to the ground.

Alternative names: *Command Gravity, Tremulous Suspension.*

Lift Veil

- **Cost:** 15 magic points; 1D6 Sanity points
- **Casting time:** 3 rounds

The caster calls upon Daoloth to temporarily lift the veil of human consciousness, allowing the realities of time, space, and dimensions to be revealed. The spell may be targeted at an individual other than the caster; the caster must win an opposed POW roll with the target.

Seeing beyond the veil can be very dangerous. Those unprepared for the experience may suffer massive shocks and quickly descend into insanity, their minds unable to cope with what cascades upon them. Victims of the spell must make a Sanity roll (1/1D10 loss each round for 1D3+1 rounds while the spell is in effect).

Peering beyond the veil of human perception may also draw unwanted attention from Mythos beings, such as the hounds of Tindalos. Such consequences are left to individual Keepers to determine as part of their ongoing story or campaign narrative.

Deeper magic: see **Rend Veil** (page 160).

Alternative names: *Embrace the Secrets of Existence, Call Upon the Parter of Veils.*

Light of Sacred Truth

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** up to 100 minutes

A variation of the Call/Dismiss Daoloth, which calls down an avatar of the Outer God known as "The Sacred Light, The Render of Darkness." The spell can be cast only at night under a cloudless or mostly cloudless sky. A small representation of Daoloth (it need not be an accurate representation) must be near the caster or the spell will fail.

The spell consumes all magic points from the caster, and so the caster falls unconscious before the Render of Darkness descends. Others chanting with the caster each add 1 magic point to the pool; if other participants know the spell, they can contribute any number of magic points up to their total. The pool total of magic points is the percentage chance that the spell succeeds. For each magic point cast the group chants for one minute, but never more than 100 minutes in total.

A beam of light first shines on the fallen lead caster and then begins to expand in a widening arc to a maximum radius at the base of ten feet per magic point sacrificed. When the radius reaches its maximum limit, the cone of light flares, dims, and then rolls up back into the sky and disappears. All who are caught by this harsh, clear light are granted the "Gift of Truth"—the veil of earthly illusion is rent, and the illuminated understand the ghastly depths between the stars and galaxies, and comprehend the terrors that lurk there. They can see the ultimate dimension. The targets of the Gift see monstrous horrific shapes, and touch and tastes all become visual. Only the blind are unaffected by the Gift. The Render, having imparted its Gift, then departs.

People exposed to the Gift immediately make a Sanity roll (1D10/1D100 loss). Every day thereafter, another 1D6 Sanity points are lost. The only way for participants to combat the Sanity drain is to gouge out their eyes, or to be touched by an object that represents Daoloth and for the sufferer to command the Gift to cease.

While there is no way to reverse the Sanity loss, characters who devise ingenious plans to slow or otherwise negate the loss deserve attention and consideration by the Keeper.

Note: see Malleus Monstrorum *for further information about The Sacred Light, The Render of Darkness.*

Alternative names: *none known.*

Light of Seker

- **Cost:** variable magic points
- **Casting time:** 1 round

This Egyptian ritual magic spell calls upon the power of Seker, the Egyptian god of light, and creates a globe of light of variable radius. For each magic point invested, the nimbus of light increases its radius by 1 foot. Light emits into the area beyond the globe; within the globe there are no shadows. The globe of light lasts for 1D10+6 rounds, then gutters and dies.

After chanting and invoking the name of Seker for one round, the caster can pick any target within 10 feet at which to have a globe of light appear. If cast on a sentient being, the caster must win an opposed POW roll with the target. If the struggle fails, the spell fails.

If being used against the Haunter of the Dark, an avatar of Nyarlathotep, each magic point invested inflicts 1D6 damage. For example: where 10 magic points are invested, 10D6 damage per round is inflicted upon the Haunter. If the artifact known as the Shining Trapezohedron is present and targeted by the spell, the damage against the Haunter is doubled. In addition, anyone mind-linked to the Haunter has the connection severed by bathing in the Light of Seker. Exposing a possessed host or the crystal to the Light of Seker will not expel the Haunter from a possessed host nor harm the Haunter while it inhabits a host; however, at the Keeper's discretion, such exposure could halve the Haunter's POW and/or negate its spell-casting ability while the host is exposed to it.

Note: see Malleus Monstrorum *for further information about the Haunter of the Dark.*

Alternative names: *none known.*

Limbo Gate

- **Cost:** 5 POW; 1 Sanity point
- **Casting time:** 1 round

A Limbo Gate does not lead to another land, but instead to a parallel dimension, known as "Limbo." Entering this dimension costs 0/1D4 Sanity points. Visible as far as the traveler cares to go are glowing geometric diagrams suspended at various angles. Using the Gate into or out of Limbo costs 3 magic points. The Keeper chooses where and when such portals lead to.

Limbo is coterminous with many times and spaces, and is inhabited by ghastly things and many spirits of the dead who lost their way traveling to the "eternal reward" promised by whatever religion they practiced while living.

Explorers who do not understand the pathways through the various dimensions can also become lost.

Limbo Gates have an inherent danger: they work both ways. Ghastly Limbo creatures may discover the Gate's existence and step through to our world. A Limbo Gate remains in operation until the caster closes it or after 100 days.

Note: also see ***Gate****, page 120.*

Alternative names: *Journey Paths of the Dead, Portal to the Realm of Spirit, Walk the Gray.*

Liquid Death

- **Cost:** 10 magic points; 6 Sanity points
- **Casting time:** 3 rounds

This particularly nasty spell only works upon terrestrial creatures, not monsters from other worlds or dimensions. For example, humans, animals, serpent folk, deep ones, and sand dwellers are affected, but not hunting horrors, servitors of the Outer Gods, and Great Old Ones. The spell is directed at one target, who must be visible to the caster. The caster must win an opposed POW roll with the target: if successful, the target has 1D4 rounds to cease movement, otherwise the integrity of their flesh and bones collapses and they melt into a puddle of congealed liquid flesh, causing instant death. If the target does not move, remaining motionless, they can remain in a solid state, but significant movement will cause them to liquefy—this state of affairs calls for a Sanity roll for each 10 minutes while in this state (1D3 loss is they succeed in a Sanity roll, but if failed the horror becomes too much and they give into the Liquid Death and die. Those already insane should attempt a POW roll every 10 minutes or they too dissolve. It is possible to speak while under the effects of the spell, so long as words are spoken slowly, softly, and carefully.

The spell can be reversed, with the same costs. The other way to combat the effect is to cool the victim to below the freezing point of water, after which time they can operate normally; however, if ever their temperature rises, they begin to melt away. A successful Cthulhu Mythos roll may provide insight into this bizarre remedy.

Witnessing the spell's effect on a human costs 1D4/1D8 Sanity points.

Alternative names: *Dissolution, Melt Flesh, The Terrible Dissolve.*

LIMBO

Limbo (literally meaning "border" or "prison") represents the interstices between the spheres that compose the universe. Limbo has many names depending on a person's system of belief: (the first circle of) Hell, Hades, the primordial Chaos or Void, Sheol, Nilfheim, and so on. Limbo is an extension outside of time and of our material world, and borders many times and places.

Ordinary senses are useless in Limbo, and position, duration, and motion have no meaning. Limbo creatures are generally spirits (bodiless and possessing only INT and POW), who are able to perceive the approach of other spirits and beings while in Limbo.

Liquidity

- **Cost:** 8 magic points; 1D10+4 Sanity points
- **Casting time:** 2 rounds

This dread magic causes puss-weeping sores and results in one's organs liquefying.

The caster must succeed in an opposed POW roll with the target: if successful, the target breaks out in ulcerating sores during that first round. During the next round the sores stream pus, and the target must make a Hard CON roll to avoid vomiting due to the foul stench emitted by the abscesses. On the third and final round the target's blood and liquefying organs begin to gush out of the sores, causing instant death.

If the target can kill the caster before the completion of the spell's effects (before the end of the third round) then there is a chance they can survive the ordeal (taking 3D8 damage from the spell inflicted injuries, and 1D4/1D6 Sanity loss).

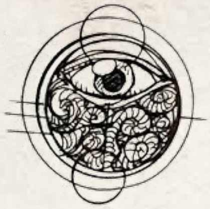
Seeing the effect of this spell costs 1/1D6 Sanity points.

Alternative names: *The Putrefying Dissolve, The Wailing Agony.*

Living Clothes (Dreamlands)

- **Cost:** 8 magic points; 1D10 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. The target's clothes turn into living, moving flesh, glistening with slime. This foul shell tightens its grip on the warm human body it surrounds, squeezing the target for 1D3 damage each



round until they are dead. As the cold, clammy shell crushes the victim, a Sanity roll is required (0/1D6 loss).

If a successful Dreaming or Cthulhu Mythos roll is made by the target the effect can be cancelled (if they can sacrifice magic points equal to one-fifth of their SIZ). Alternatively, the target may attempt a Hard STR roll to peel off the foul slime (companions may provide aid, reducing the difficulty to Regular). Once the slimy clothing is fully removed, it begins to dissolve and can cause no further harm. Hopefully the now naked victim can find something to wrap-up in quickly!

Alternative names: *Cause Apparel to Adhere, The Malodorous Coat, Sheath of Death.*

Living X (Dreamlands)

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. A glistening pink, crystalline-looking energy shaft is shot up to 30 yards towards a living target, who must succeed in an opposed POW roll with the caster or be instantly immobilized in an upright spread-eagled position. The target may break the spell by making an Extreme STR roll, which can be attempted once per round, otherwise they must remain in this state until released by the caster.

Alternative names: *Immobility, Make Fast Thy Enemy.*

Look Inward

- **Cost:** variable magic points; variable Sanity points
- **Casting time:** 1 round

Allows the caster to become smaller. Each magic point spent, reduces SIZ by 5 points for 1D6+1 rounds. If enough is spent to reduce SIZ to zero, the caster must make a successful POW roll to avoid being stuck at a reduced, near-microscopic size (presumably, after a period of the Keeper's discretion, they might attempt a reversal of the spell). Sanity loss is 1 point for every three magic points spent (rounded up). The caster should be aware that they could find themselves in a dangerous position if they reduce themselves to a tiny size around hungry animals.

Alternative names: *Diminish, Dwindle, Rite of Shrinkage.*

Look to the Future

- **Cost:** 5 POW per participant; 2D6 Sanity points (caster only)
- **Casting time:** 1 hour

Casting this spell hurls a willing target a varying number of years into the future. After a group chant for an hour, all participants in the ceremony lose 5 POW each, except the caster of the spell, who loses 2D6 Sanity points instead. Upon completion of the chant, the chosen volunteer (who need not chant) is physically hurled into the future or past. One year passes for each 5 POW expended during the ceremony.

The spell is imprecise: subtract 1D10 years from the desired target date—if the result is a trip into the past, the target disappears from existence (one preferably wants at least eleven contributors of magic points therefore). After a number of hours elapse equal to one-fifth of the volunteer's POW he or she snaps back to the present. To witnesses, the volunteer disappears, then reappears a round or two later.

Depending on what it achieves, this spell can provoke important historical paradoxes. Note that a major paradox should lead swiftly, grimly, and immediately to the madness and death of the person initiating it.

Whether this spell may draw the ire of the hounds of Tindalos and other Mythos entities is left to the discretion of the Keeper.

Deeper magic: *this powerful spell is not thought to be written down in any tomes and is believed to be known only by Nyarlathotep, who may teach it to an insane worshiper. It is completely feasible that the Crawling Chaos could impart a variant of the spell that preordains the year/date of arrival without the knowledge of the participant.*

Alternative names: *Blessing of the Bloated Woman, The Dark Pharaoh's Scourge, The Pendulum of Fools.*

- M -

Maggots

- **Cost:** 8 magic points; 6 Sanity points
- **Casting time:** 2 rounds

Causes tens of thousands of common housefly eggs to form on the target's skin. The caster must firmly touch the target, and so the spell is usable only against a sleeping, held, or otherwise unresisting target (a glancing blow during combat doesn't count). As the eggs quickly hatch, the fast-growing larvae consume the victim's skin and outer

flesh (1 point of damage every four minutes). The spell's effects continue for 60 minutes. Unless drastic action is taken, death usually follows. Prompt and successful First Aid, or simple tactics such as immersion in water or kerosene, offer good chances to save the victim and remove the infestation. By the end of an hour, the maggots have turned into large bloated flies, which promptly fly off.

Being coated with reappearing maggots calls for a Sanity roll (1D6/1D10+3 loss). In addition, the victim is unlikely to be able to do anything except wail and scream.

Alternative names: *The Seething Infestation of Pain, The Wriggling Devourers, Dark Myiasis.*

Malenkamon's Impressive Bolt (Dreamlands)

- **Cost:** 24 magic points; 1D8 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. A violet and jade flare of energy explodes outward toward the spell's target, who is immediately struck unconscious for 30 minus one-fifth CON days. In addition, the target suffers a blast of damage equal the caster's POW divided by 10.

Alternative names: *Malenkamon's Castigation, Rebuke.*

Mandrake (Dreamlands)

- **Cost:** 10 magic points; variable POW; 1D4 Sanity points
- **Casting time:** 1 week

This spell may only be cast in the Dreamlands. Creates a small simulacrum semi-bound to the caster. The spell requires a living mandrake root and a week of ritual. A faceless, semi-living simulacrum is created with a value of 1D6 × 5 for each characteristic of STR, CON, SIZ, POW, and DEX, but not INT. For every 5 points of POW sacrificed, 2D6 × 5 is added to one of the mandrake's characteristics, including INT, chosen by the magician.

The mandrake is under the magician's mental control (unless they have given it some INT, see following) and does whatever the magician wills it to do. The magician can only control the mandrake when it is within sight. If the mandrake has been imparted INT it also has free will and can do as it pleases when not in the magician's sight—usually, such mandrakes are quite malign and destructive.

Alternative names: *Rite of Simulacra, To Fashion Thy Servant, The Mage's Helper.*

Mask of Death

- **Cost:** 10 magic points; 5 POW; 1D6 Sanity points
- **Casting time:** 2 rounds

Enables the caster or another person to assume the face of someone else. The caster must have access to the flayed facial skin of another person, which must be fresh (i.e. the face has been removed within the last 24 hours). As the caster places the bloody skin over their own face they recite a short prayer to Nyarlathotep. The flayed flesh melds with the caster's face, giving them the appearance of the person from which the flesh was removed (APP changes accordingly). The new face is permanent but can be removed if the spell is recast.

The act of flaying the face off another is liable to provoke a Sanity roll.

Alternative names: *Assume Face, Guise of Other, Veneer of Flesh.*

Maws of Pandemonium (Dreamlands)

- **Cost:** variable magic points; 1D8 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. The spell's target sprouts gibbering mouths; costing 6 magic points per mouth created. The caster must win an opposed POW roll with the target: if successful, the target's body sprouts one or more red-lipped mouths which constantly gibber and moan. In addition, the mouths drain magic points at the rate of 1 per minute. Once reduced to zero magic points the target falls unconscious—the victim may attempt a POW roll at this point: with an Extreme success, the mouths seal up and disappear while they sleep. Otherwise, the mouths simply become quiet for 2D6 hours. Then, they once again begin to howl and drain whatever magic points have been regenerated in the interim. The victim may attempt to make the Extreme POW roll to remove the mouths every time they are drained to zero magic points and collapse.

Note that Stealth rolls and other attempts at covert action are useless as long as the mouths are active.

Alternative names: *The Screaming Curse, Unholy Sprouting, Gibbering Calamity.*



Melt Flesh

- **Cost:** (dead flesh) 1 magic point per 15 SIZ of dead flesh; 1D4 Sanity points
- **Cost:** (living flesh) 5 magic points per 15 SIZ of living flesh; 1D6 Sanity points
- **Casting time:** 5 rounds

This devilish spell heats flesh (dead or living) to its melting point in one round. If used on animate flesh, the cost is substantially higher to the caster. The target's flesh is melted, causing horrific disfigurement (1D4 damage per 15 SIZ points affected). In certain cases, such as where the face is targeted, the target may become blind or lose the ability to hear, and possibly suffocate unless air vents can be quickly created. Seeing human flesh melt off human bones costs 1/1D6 Sanity points.

Alternative names: *Rite of Dissolution, Liquefy Skin.*

Mental Suggestion

- **Cost:** variable magic points and Sanity points
- **Casting time:** 3 rounds

The spell allows the caster to command any being with human blood in its veins. A single target, visible to the unaided eye of the sorcerer, is affected. The target carries out all tasks that he or she is commanded to do by the caster, even self-destruction. The spell also works against Lengites, deep one hybrids, ghoul changelings, and deep ones who have interbred with humans, but will not work on nonhuman entities, such as shantaks or dimensional shamblers.

The caster intones the spell and relates the suggestion to the target. For the spell to take effect the caster must succeed in an opposed POW roll with the target. Extreme suggestions involving death or great harm require a second opposed POW roll just before the suggestion is implemented.

The cost for the spell varies with the command. For ordinary unthreatening suggestions (drop your weapon, hand over your money, leave, etc.), the cost is 5 magic points and 1D3 Sanity points. Riskier suggestions, but not ones antithetical to the target (go to Dunwich, set fire to a building, etc.), cost 10 magic points and 2D3 Sanity points. Dangerous or suicidal suggestions (kill a companion, kidnap the President, etc.) cost 15 magic points and 3D3 Sanity points.

If used on an investigator, the effects lasts last for 1 round for each point of INT the caster possesses. If the INT of the investigator is higher than that of the caster, the caster must win another POW roll every 10 rounds (if the investigator wins the contest the spell is broken).

Alternative names: *Domination of the Will, Master and Servant, Bend Quarry to Thy Power, Mesmerise, Bend Will, Shake Resolve, Govern Mind, Implant Suggestion.*

Milking the Spirit

- **Cost:** 1 Sanity point
- **Casting time:** 1D10+20 minutes

This spell consists of a series of verbal exchanges between the caster and a group of people (usually their disciples). The exchanges can take the form of a devotional song, a face-to-face confrontation, participative chanting, and so on. The magician uses sweeping gesticulations, while the spell's targets require uninterrupted concentration. At the climax of the spell the magician drains a small amount of magical energy from each of the participating disciples (1 magic point per disciple).

Those casting this spell should have a way to store the magic points prepared ahead of time as they may not hold onto magic points above their normal personal maximum (unless they are stored in some object or device).

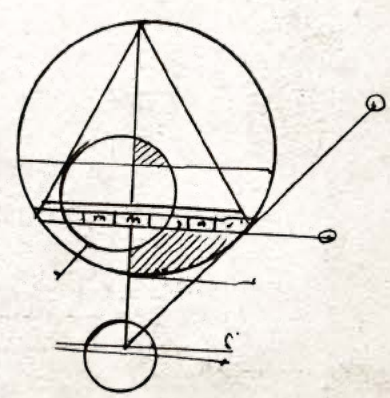
Alternative names: *Leeching, Succor, Investment of R'llehr.*

Mind Cloud

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** instantaneous

May be directed at any individual within direct sight or hearing. If the target fails an opposed POW roll with the caster, they suffer from partial impairment to their thinking processes for 2D10 minutes. The effect could be seen as diverting a particular line of questioning, causing an argument to break out, cause the target to "accidentally" walk into traffic or off the end of a pier, or make the target forget what they were doing (in combat this could prove lethal).

Alternative names: *Befuddle, Dumbfound, Bewildering Gaze.*



Mind Dance

- **Cost:** variable magic points; 1D10 Sanity points
- **Casting time:** 6 hours

This ritual restores the mind of one who has gone mad. It requires the participation of the mad person, a sacrificial victim (who is not insane and who has willingly agreed to help), and some assistants (one of whom must know the spell).

The assistants prepare a ceremonial place by creating a circular area of order and sanity. The area should be at least eight feet wide, be completely clear of objects and debris, and completely clean. The sacrificial victim, wearing white garments and carrying a large knife, then takes their place at the center of the circle, lies down, and begins chanting the Psalm of Kush. After the sacrifice has taken their place no one else should enter the circle. Meanwhile, the assistants begin to chant the verses of Al Gh'ethi Ras, allowing their volume to slowly build to a roar and their excitement to build to fever pitch.

While the assistants chant, the mad person performs the Dance of Madness. As the chant around them builds, the mad person allows their dance to grow more and more wild. At no time should the assistants or the mad person violate the peaceful space of the circle of order, nor molest the sacrifice victim. When the madness is at its pinnacle, the assistants rush the mad person into the Circle of Order, and, with the knife, they kill the sacrifice. The mad person bathes in the resultant blood; soaking up the victim's personal spiritual power, allowing the madness to drain away. Thus, the mad person's Sanity is restored. For maximum effectiveness, or if the insanity of the mad person if particularly acute, it is ideal for the mad person to eat the brain of the sacrifice. At the successful completion of the ritual, the mad person's Sanity becomes equal to their POW and their madness is gone.

The spell costs each active participant (with the exception of the mad person) 1D10 Sanity points. Each assistant invests a variable number of magic points: the total combined must be equal to the POW of the mad person.

Note that if the ritual is later explained to the spell's recipient; outlining what they have just done (killed the sacrifice and eaten their brain) then a Sanity roll is required (1/1D10 loss)—otherwise, they are unaware of the events that brought them back to sanity.

Alternative names: *Rite of Kush, Restoration, Cleansing of the Fanatic.*

Mind Exchange

- **Cost:** variable magic points; 1D3 Sanity points
- **Casting time:** 1 hour

Allows the spellcaster to trade minds with another individual. The caster must expend magic points equal to one-fifth of the target's POW the first time the spell is cast. Thereafter, for the same targeted individual, the cost reduces by 1 magic point per casting until it reaches 1, where it remains. The target must know the spellcaster and a significant emotional bond must exist between them (e.g. love). If that affection is somehow lost, the exchange can no longer occur. Fresh affection renews the chance.

This spell may be cast at any range. When cast, the caster must win an opposed POW with the target to perform the exchange (the more times the spell is cast, the easier it becomes to exchange minds, hence the reducing cost of the spell (per the terms stated above). When the cost has been reduced to 1 magic point the opposed POW roll is no longer necessary and the caster can transfer at will, using only a strong mental effort.

The spellcaster cannot initially stay more than a few minutes inside the target's body, but progressively (with repeated use of the spell) is able to stay longer and longer. Once the cost for transfer is 1 magic point, he or she can stay there indefinitely as desired.

Note that for the person who mind has been exchanged into the caster's body, a Sanity roll is required (1/1D3 or more depending on the circumstances).

Deeper magic: by effectively doubling the magic point cost of the spell the caster swops the minds of two other individuals. An emotional bond is not necessarily required, but both individuals must be in the same location (within 20 feet of one another and the caster). The caster must spend magic points equal to one-fifth of each of the target's POW (this cost never diminishes through repeated casting). The duration is variable, usually 1D10+10 minutes, but may be longer at the Keeper's discretion. Reversing the casting returns the minds to their correct bodies.

Alternative names: *Vice Versa Incantation, Rite of Exchange, The Cloak of Another's Flesh.*

Mind Transfer

- **Cost:** 10 magic points; 1D10 Sanity points
- **Casting time:** 5 rounds or more

A powerful spell allowing the caster to permanently trade minds with a target, perhaps to attain longer life at the target's expense. For the spell to take effect the caster must succeed in an opposed POW roll with the target. With success, the caster loses 1D10 Sanity points and the target loses 2D10 Sanity points. If the exchange fails, the caster must immediately cast the spell again (losing 10 more magic points) or his or her soul dissipates into eternity. Once the transfer is begun, it cannot be broken off.

A successful casting means that the caster has permanently taken control of the target's body. The caster's previous body is now a hollow, dead thing. As for the mind of the target, conjecture suggests that it is expelled from the body and thus dies; however, some hint that it remains inside its own body, subservient to the caster's mind and locked in a permanent state of horrific madness.

Deeper magic: the dark will of wizards is a mighty thing, often transcending the very grave. Wizards, fearful of death or eager to ensure longevity, may prepare the Mind Transfer spell many years in advance of its casting. Such preparations usually concern some personal item (such as portrait or dairy), wherein the spell is keyed, awaiting the right conditions for it to come to fruition. Oft time, the key is found by some future descendant of the caster, who unknowingly or willingly activates the spell.

Alternative names: *The Mortal's Bargain, Ceaseless Vitality of the Blood, Soul Possession.*

Mindblast

- **Cost:** 10 magic points; 1D3 Sanity points
- **Casting time:** instantaneous

The target of this spell suffers a terrible mental assault, causing the loss of 5 Sanity points and inducing temporary insanity. For the spell to take effect the caster must succeed in an opposed POW roll with the target. The target is affected as per the rules for temporary insanity, beginning with a bout of madness, and may continue to suffer from delusions, flashbacks, and nightmares for days following.

Alternative names: *Curse of Enfeeblement, Wave of Doom, Abyss of the Mind's Eye.*

Minim (Dreamlands)

- **Cost:** variable magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. With a range of 10 yards, this spell forms a long series of rapidly contracting rings which whip towards the target and cause them to permanently lose 5 SIZ for every 8 magic points invested in the spell—unless the target can win an opposed POW roll with the caster. If the target's SIZ reaches 5, each additional 4 magic points causes the loss of 5 CON instead. Every 10 points of SIZ lost also causes the target to lose 5 STR.

Alternative names: *Diminish, Spear of Reduction, Shrink.*

Mirror of Tarkhun Atep

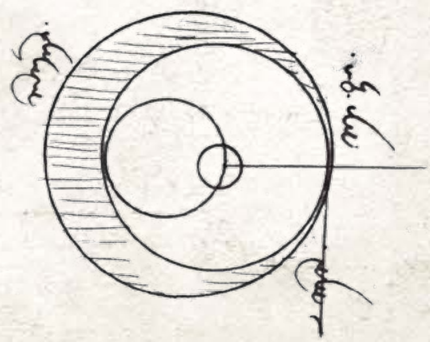
- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** half a day

As a harassment or warning, the caster is able to project his or her image onto the surface of a mirror or mirroring surface that is being gazed into by the caster's intended target.

The target can be anywhere on Earth. The caster needs a mirror large enough to see his or her full head and neck. Gazing within it and keeping an image of the target in mind, the caster utters the incantation and waits. When the target looks into a darkened window, a mirror, or any other mirroring surface, an image of the caster begins to form. If the caster tires before the target looks into a mirror, that loss of attention breaks the spell.

Sometimes the mirror image of the caster is looking directly into the eyes of the target. At other times the caster may be seen standing directly behind the target in the reflection. If the target wears glasses, images reflected in the lenses may even be resolved. The target can hear words and short phrases uttered by the caster. The caster can see through his or her mirror as well, seeing the target in their surroundings.

Alternative names: *The Silvery Warning, Reflection of Hate, The All Seeing Eye.*



Mnomquah's Serpent (Dreamlands/Moon-beast)

- **Cost:** 2+ magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

It is thought that this spell is only known to the moon-beast priests of Mnomquah. A magical wand blessed by Mnomquah is required, which creates a beam of bluish light in the form a serpent. This beam will track down its target as if by sense of smell. If the intended target is out of the caster's sight, they must know what the target looks like in order to cast the spell. A single beam may be directed at multiple targets for an additional 2 magic points each.

The target (human or otherwise) is turned to stone when struck by the snake; this is permanent, though use of the Dreaming skill can return it to its former state. This spell has no effect on stone objects. If the beam is somehow severed, the snake will begin to thrash about wildly, fade out of existence in one round, and the spell will be broken—a target struck by the snake as it fades may attempt an opposed POW roll with the caster to avoid being turned to stone.

Alternative names: *none known.*

Momoy Ritual

- **Cost:** 6 magic points; 1D8 Sanity points
- **Casting time:** 1 day

Fortifies the subject for some important or dangerous task. The ritual is dangerous to undertake, requiring the consumption of a draught of seawater infused with the momoy plant (of the genus Datura, known to the Spanish as "toloache," and English speakers as "Jimson weed" or "Devil's Trumpet"). This plant is poisonous and contains hallucinogenic alkaloids. Once brewed, the infusion subjects the drinker to a strong poison (2D10 damage, halved with an Extreme CON roll). If the infusion is brewed for two days and a further 6 magic points invested, the poison is reduced to mild (1D10 damage, halved with an Extreme CON roll).

For 2D6 hours after drinking the potion, the imbiber's body is incapacitated but their mind is able to wander the Dreamlands (possibly to seek some information that will be of use in the Waking World). When the subject wakes, they are energized, receiving an increase of 20 points of STR for one day and is considered to have an additional 20 CON for purposes of resisting the effects of poison (no actual hit points are gained). Also, for 24 hours, any damage received will be removed first from the imbiber's magic points (until depleted, and then from hit points as usual).

At the Keeper's discretion: a successful Cthulhu Mythos, Botany, or Art/Craft (Potions) roll may be needed to ensure that directions for the infusion are carefully followed.

Alternative names: *The Seeking Ritual.*

Moonlight

- **Cost:** variable magic points
- **Casting time:** 1 round

The wizard must first craft a small silvery ball, which when used with the spell, emits light equal to that of a full moon. The light dissipates darkness, shadows, and mist for 10 minutes (possibly even darkness or mist caused by another spell). The light is said to also reveal the outline of invisible creatures to the trained eye (a successful Spot Hidden roll is required). The area illuminated is equal to 3 cubic yards per magic point invested.

Alternative names: *Moon Glow, Eyes of Lunar, Reveal.*

Move Gate

- **Cost:** variable POW; 1 hit point
- **Casting time:** 1 hour

Enables the caster to hijack an existing **Gate** (page 120) and redirect it to another location. The caster must know where the original Gate leads to (assumption is not enough) and must also be aware of the location where they wish to divert the Gate to (they do not necessarily have had to have been there). The caster must use their own blood (costing 1 hit point) to reconfigure the Gate's sigils, during which time they sacrifice POW to permanently alter the Gate's destination. The new destination must be nearer to the caster than the original: this spell cannot extend the distance a Gate travels to, it can only create a new destination that is closer. Thus, a Gate to a location 1,000 miles away may only be diverted to a location less than 1,000 miles away.

The amount of POW is one-half that of the cost that would need to be spent if the caster was creating a new Gate from scratch (see **Table: Gate Creation and Travel Costs**, page 122). For example, the caster finds a Gate to a place 10,000 miles away and wishes to change the destination to a place 1,000 miles away. The cost to create such a Gate from scratch would be 10 POW; thus, to change the Gate will cost the caster 5 POW.

Alternative names: *Reshape Destiny, Transform Sigils of Journeying, Transition Shifting.*

- N -

Necklace of Suasion

- **Cost:** 20 magic points; 5 POW; 1D6 Sanity points
- **Casting time:** 7 days

Enchants a necklace that manipulates its wearer. The stones to form the necklace are arranged, drilled, cut, and polished as the caster desires. The wizard must attune the stones by keeping them close to his or her body for a week. Once attuned, the wizard performs a series of rites as the necklace is constructed. When the stones are strung, a blood sacrifice is made over the necklace and completes the spell.

Upon coming into possession of the necklace, the target makes an opposed POW roll with the wizard: if failed, the target effectively becomes devoted to the wizard, seeking to be closer to them, and under their sway. With this level of control, the wizard is able to impart mental suggestions, thereby convincing the target that a particular belief or course of action is necessary and vital.

The target is unable to remove the necklace once control has been established. To sever the bond a third party must remove the necklace, which allows the target to make another opposed POW roll with the wizard in order regain their self-control. If the target fails the roll, they strongly desire to reclaim and wear the necklace. For each 10 hours the necklace is not worn, the target may attempt another opposed POW roll to negate its effects. Destroying the necklace by grinding the stones to dust will also sever the connection, but simply breaking the chain will not be enough (the target will do all they can to reassemble the necklace).

Alternative names: *Enchant Jewelry, Advocacy of Will, Mn'tar's Gift.*

Necrosis

- **Cost:** 20 magic points; 1D10 Sanity points
- **Casting time:** 1 round

An evil curse causing a target's hand to necrotize, and may lead to death. The caster speaks aloud the spell, calling upon deities of the Mythos to strike down those who oppose the caster's will. The spell's target must be visible to the caster. The spell's effect is delayed, only beginning to manifest 1D4 days afterward at which point the target begins to suffer a tingling in one of their hands. Each day thereafter the target's hand steadily begins to necrotize—the flesh dying and becoming gangrenous. Unchecked, the necrosis begins to work its way up the arm and into the body. The rate of expansion means that the necrotizing process reaches past their arm and into their body after 6 days. Each day the target loses 1 hit point, with the horrific "injury" accelerating to 1D4 damage per day after 6 days (possibly accelerating further as the Keeper sees fit) until death. No treatment other than amputation (cutting off the cursed hand or arm) is viable or effective. Amputation becomes ineffective if the curse reaches past the arm into the body, where only magical means (if it can be found) will halt the curse.

Deeper magic: certain powerful sorcerers have been recorded as using this spell at their death to curse their enemy from beyond the grave. In such instances, should the sorcerer be depleted of magic points, a sacrifice of 10 POW may activate the spell. In addition, the dying sorcerer could sacrifice multiples of 10 POW to curse multiple individuals.

Alternative names: *The Curse of Festering Death, Ruination, The Abhorrent Vituperation.*

Net Wraith (Modern Era only)

- **Cost:** 5 magic points; 1D6+1 Sanity points
- **Casting time:** 10 minutes

Allows the caster to project their consciousness into the Internet. This spell may only be learned and performed if the caster has at least Computer Use 75% and Science (Mathematics) 50%. Using virtual reality equipment, the caster must spend 10 minutes aligning their mind with the interface. Once aligned, the caster's consciousness is able to travel into the electronic domain. Once inside, the caster has only INT and POW as functioning characteristics, as well as Luck and magic points. Sanity points cannot be lost while the caster's consciousness is inside the Internet (see following). Mental skills, such as Accounting, Computer Use, and languages remain effective. While inside the Internet, the caster loses 1 magic point per hour and cannot regenerate magic points while the spell is in operation; although, the caster gains the ability to drain magic points from others (see following). If the caster's magic points are reduced to zero they become unconscious; since they cannot regenerate magic points while in the Internet, they may never wake up again—unless discovered by someone who is able to provide aid.

The caster can attempt combined Computer Use and Library Use rolls to navigate the web to various computer terminals, applications, databases, and other locations. The caster can read data flows and change data files. With a successful POW roll, the caster can deceive or negate routine antivirus or standard network defenses (more robust defenses may require higher difficulty levels to negate).

The caster may inhabit and look out through a computer

screen to see people or locations on the other side of the screen; equally, the caster's ghostly electrical visage may be seen by those using the screen (provoking a Sanity roll for 1/1D4 loss). The caster may launch attacks against someone within a range of the inhabited computer (one-fifth of the wraith's POW in feet)—with a successful opposed POW roll, the caster can drain 1D6 magic points from the unfortunate individual.

If an inhabited computer terminal loses power or is destroyed, the caster's consciousness is destroyed. If somehow cut-off from the Internet, the caster's consciousness becomes trapped in that particular terminal until it is reconnected to the Internet (a kindly Keeper might allow a Hard POW roll for the caster's consciousness to swiftly exit to safety).

When the caster's consciousness returns to his or her body, they remember everything that transpired. Sanity point losses for misdeeds, shocks, or trauma are now immediately applied. If the caster's body dies while their consciousness is abroad, their mind remains conscious and active until such time as it is extinguished (zero magic points or other mishaps). Further dangers of the Internet are left to the Keeper's imagination.

Note: *this spell cannot (currently) be found in any tome, database, or other repository other than the personal terminal of Damon Devlin, an employee of New World International and a century-old sorcerer. At the Keeper's discretion, it is conceivable that another powerful sorcerer (who also has the requisite mathematics and computer programming skills) could replicate or devise a variation of this spell. For further information see the scenario anthology Unseen Masters.*

Alternative names: *none known.*

Nightmare (I)

- **Cost:** 8 magic points; 1 Sanity point
- **Casting time:** 2 rounds

Causes the target to experience a horrific nightmare costing 1D3 Sanity points. The spell can take effect at any range as long as the target is known to the caster. The shaken victim is unable to remember the nightmare unless another person can perform a successful Psychoanalysis roll with them. The nightmare's content is determined by the Keeper and may provide clues or warnings at their discretion.

Alternative names: *Dark Fancy, Fearful Sleep, Somnolent Ordeal.*

Nightmares (II)

- **Cost:** 10+ magic points; 1D6 Sanity points
- **Casting time:** 10 minutes per day for 13+ days

This variant of the Nightmare spell causes the target to experience their darkest fears as waking hallucinations. The caster must obtain elements of the intended target (hair, nail clippings, etc..), which are then mixed with herbs and ashes and fed back to the target daily for thirteen days. Each day, the caster invests 10 magic points. On the thirteenth evening the target experiences waking hallucinations for 1D10 minutes which, once started, grow stranger and double in length for each additional night that the mixture continues to be consumed. The hallucinations act like delusions (although they cannot be disbelieved) and may cause Sanity loss. If a day and a night passes without the feeding, the spell is broken and must be begun afresh.

Alternative names: *Walking Dread, Bring Forth Thy Enemies Darkest Horror, Vision of Doom.*



Nullify Device

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 4 rounds

Causes one device or tool to fail. The caster must touch the item and concentrate for 4 rounds. The item becomes cursed and will not perform its originally intended design. The spell is effective for small to medium sized items, such as firearms, personal computers, simple machines, and tools. For example, a cursed wood axe's handle will most likely snap, or its head fly off when used. A cursed firearm will always jam (a roll of 90–100 causes the weapon to explode, inflicting maximum potential damage to the holder and those within 3 feet). The curse is not permanent and wears off after 1D10+2 days.

Alternative names: *Curse Item, Abolishment of Use, Make Thy Tools as Dust.*

Numantina

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 1 round

Drives the target of the spell into a bout of madness (see *Call of Cthulhu Rulebook*, page 156). The spell must be cast in sight of the victim, or before a reasonable likeness of them, and requires a human liver to be burned. The caster attempts an opposed POW roll with the target: if successful, the target suffers an immediate bout of madness lasting 1D10 rounds—the nature of the bout may be decided randomly or specified at the Keeper's discretion.

Alternative names: *Induce Madness, Curse of Derangement.*

Nyhargo Dirge (Resurrection variant)

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 1 round

Destroys a single undead. A modified version of the Resurrection spell (page 160) used to destroy corporeal undead, such as a skeleton, zombie, vampire, and the like. The caster sings an eerie, droning chant in the presence of the undead creature, who must succeed in an opposed POW roll with the caster or immediately turn to dust.

Deeper magic: allegedly, a more powerful version of this spell allows the caster to target a group of undead in single moment (up to 8 per casting); however, the cost is greater: 20 magic points and 1D10 Sanity points, as well as the permanent sacrifice of 5 POW.

Alternative names: *Destroy Zombie, Chant of Eradication.*

- O -

Oblong Barrier (Dreamlands)

- **Cost:** 8 magic points; 1 Sanity point
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. The spell creates a complex rectangular pattern of lines, roughly 10 feet square. The pattern appears directly in front of the caster, and remains for 10 rounds before fading away. Any attacking spells striking the barrier are blocked, and so the caster is warded against such spells as long as the barrier is maintained between them and any attacker. Of course, the caster cannot cast spells through the barrier either and must maintain their concentration otherwise the wall fails.

Alternative names: *Counter Ward, Spell Wall, Bulwark of Asylum.*

Oneiro-Dismissal (Dreamlands)

- **Cost:** variable magic points; 1D10 Sanity points
- **Casting time:** 5 minutes

This spell may only be cast in the Dreamlands. Dismisses a dreaming character from the Dreamlands, no matter how strongly they are bound there. The spell costs magic points equal to one-fifth of the target's POW. The spell will only function if the target is within 10 yards of the caster. The banishment is permanent, destroying the target's dream form. The spell has no effect on Dreamlands natives.

Alternative names: *Dissolution of Dream, Eject Dreamer, The Waking Curse.*

Opaque Wall (Dreamlands)

- **Cost:** variable magic points; 1D3 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. Forms a rigid wall covered with esoteric lines and figures. The immobile wall formed must be square, and is one yard on a side for every 6 magic points expended at the casting. The wall is one inch thick and has STR 100. If the wall's STR is overcome by brute force (opposed roll) or exceeded by damage (20 hit points), it suddenly disappears. Otherwise, the wall acts as if it were a stone wall and remains in place for 1 hour.

Alternative names: *Rampart, Nilestor's Rebuke, None Shall Pass.*

Oscillating Expanse

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 1 hour

Creates an area that diminishes the mental faculties of those who enter. The sorcerer specifies the area, its boundaries and dimensions, through strange rotations of the hands and arms, while intoning a chant. The area described, which can be no larger than 20 square feet, is invisible until someone enters the space, whereupon the space is filled with pulsating lights and sounds. The resultant "noise" reduces the mental abilities and willpower of those inside: their POW, INT, EDU, and mental/knowledge skills are all halved (become Hard rolls) while they remain inside the ensorcelled area, their minds transfixed by the bizarre nature of their surroundings. Once per round (on the round following their entry) those inside may attempt a POW or INT roll to walk or crawl free of the magical space.

Those outside of the area see and hear nothing—the people within appear to be simply acting crazily without reason. The space remains for 1 hour, but can be extended by 1 hour if an additional 10 magic points are invested.

Deeper magic: devious sorcerers prepare such hazardous spaces to cause mental enfeeblement, making the rest of their magical armory all the more effective against those the sorcerer wishes to harm, trap, or enslave. A variant of this spell allows the sorcerer to cast a wave of enfeeblement at targets within a 5-foot area (the range of the wave being 20 feet), with those caught in its arc suffering from the same effects as described above (the effect lasts for 1D4+1 rounds).

Alternative names: *Hem and Haw, Box of Weakness, Circle of Impoverishment.*

- P -

Pact of Quachil Uttaus

- **Cost:** 5D10 magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

A dangerous and powerful pact is made with Quachil Uttaus, protecting the caster from death. The spell allows the caster to petition the Great Old One who, if appeased, grants the pact (costing the permanent loss of 15 POW). Those who are successful are physically marked with the sign of Quachil Uttaus—their spines become deformed and twisted (reduce CON by 15 points). Once the pact is complete, the caster neither ages naturally, nor can they be killed by any physical force or mundane injury. Certain magical attacks and weapons may cause injury and death.

If the spell is cast in the presence of someone who already holds a pact with Quachil Uttaus, the Treader of the Dust appears and takes that person already known to him, leaving behind only a pile of ash. If contacted but with no person ready to enter into the pact (such as if the words of the spell are spoken in ignorance or by mistake), the Great Old One takes whoever read the words—unless the summoner is willing to enter into the pact.

Deeper magic: this rare spell is found only in the *Testament of Carnamagos*. Reciting the "Forbidden Words" from that text is a deadly exercise for the unwary, as merely speaking them aloud is enough to enact the spell (with the resultant cost) and immediately call forth Quachil Uttaus.

Note: see Malleus Monstrorum *for further information about Quachil Uttaus.*

Alternative names: *Covenant of Dust, The Ashen Bond.*

Parting Sands

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 10 rounds

A spell from ancient Egyptian sorcery used to part non-living obstacles (walls, doors, rivers, and so forth). The spell costs 2 magic points plus 1 point for each 5 points of SIZ (of the obstacle to be parted) above the first 10 points. Requires sand from a desert, which is enchanted by the caster and then spread in a line towards the obstacle (in the direction of egress desired). The way that opens is wide enough and tall enough for 10 men and 10 horses.

Hard obstacles, such as rock and building walls, are torn asunder, causing falling rubble and masonry, and other hazards at the Keeper's discretion.

Alternative names: *Open the Way, Cast Aside Barrier, The Grain that Unlocks the Sea.*

Passing Unseen (Dreamlands)

- **Cost:** 10+ magic points; 1D3 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. Causes the spell's target to become temporarily invisible. The spell costs 10 magic points per minute of use and the target must mentally repeat a short phrase (sudden or unexpected



events may break concentration, determined by a INT roll). Clothing and equipment/weapons remain visible, so the target must strip naked. While invisible, the target remains audible.

Deeper magic: a variant does away with the need to chant to maintain the spell; instead, a salve is prepared from a plant said to grow on the banks of the River Skai, which runs through the Enchanted Forest, near Ulthar. The plant is poisonous to consume and tricky to identify.

Alternative names: *Become as Ghost, Mask, Chant of Unseeing.*

Paws of the Bear (Folk)

- **Cost:** 5 POW; 1D4 Sanity points; variable magic points per activation
- **Casting time:** 10 days

Enchants a pair of bear paws which, when commanded, animate and fight for the caster. The caster must personally hunt and kill a bear and remove its two front paws. Over ten days the bear paws are prepared through a series of rituals. Once ready, the paws are attached to one another by a leather thong and may then be carried or worn around the caster's neck.

As desired, the paws are thrown towards an opponent, whereupon they animate and attack. The paws require no concentration once they are in combat with an opponent. Activation costs 10 magic points, providing the paws with Fighting 40% (each additional 5 magic points invested raises the skill by +10%), in addition 1 magic point must be expended for every round they attack beyond the first. The paws each inflict 1D10 damage. The paws can only attack (and fight back) they cannot dodge; they have 3-point armor and 7 hit points each (if reduced to zero hit points the paws become useless). Although the paws are magical, the damage they do is purely mundane.

Those witnessing an attack by the paws may need to make a Sanity roll (0/1D2 loss). Once the paws are activated, the caster may move up to a mile distant without affecting the actions of the paws, which will magically reappear around his or her neck, dripping blood or not depending upon their success.

Deeper magic: the spell as described is one known to American Indians, although regional and cultural variations are possible. In some cases, the enchanted animal parts could be triggered to come to life when a certain event occurs (a cave is entered, a door opened, and so on), allowing the caster to prepare a nasty trap. Rumor persists that there is way to gain control of such animated weapons, allowing a rival wizard to command the weapons to attack their owner.

Alternative names: *Enchant Claws, Tooth and Nail, Beast Mastery.*

Perceive Text

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** 2 rounds

Allows the caster to read books, glyphs, or other texts in pitch darkness, or if blind. When cast, the words or symbols are magically comprehended in the caster's mind. The caster must touch the text to perceive it, and also must know the language of the text (the spell imparts no language comprehension ability). The spell costs 1 magic point per six hours, or fraction thereof, of reading.

Deeper magic: what seems to be a fairly innocuous spell belies some potentially horrific consequences. If the caster goes insane while using this spell to read a Mythos tome, the effects can be disastrous—the caster's suddenly insane mind becomes awash in Mythos knowledge that may (at the Keeper's discretion) cause the immediate release of spells contained within the tome: monsters could be summoned (but not bound), spells requiring a target could randomly latch on to anyone nearby, magical gates could open, and so on! The now insane caster, unable to control the magical onslaught, may end up dead due to the sudden cumulative cost of the spells released.

Alternative names: *Sense Script, Absorb Knowledge.*

Perfection

- **Cost:** 1 characteristic per point of POW converted
- **Casting time:** 24 hours

Given the permission of a Mythos deity, the caster may convert points of POW into points of other characteristics (or vice versa), either for the caster or for his or her designated target. The deity designates any costs involved—usually one for one in characteristic points. There is no Sanity charge per se, but contact with an Outer God or Great Old One is necessary, so the Sanity loss involved may be substantial. The conversion of points lasts for 1 week.

Deeper magic: well-favored servants of Mythos deities may be granted greater boons, with the change in characteristics lasting for greater lengths of time (1 month or 1 year perhaps).

Opposite: Sigil of Cthulhu by Goomi

Another variant might grant the caster the ability to drain characteristic points from a victim and inflate their own corresponding characteristic (like-for-like for any characteristic, except for POW) for a set amount of time (suggest 1 month); although, such a variant would cost the caster at least 1D8 Sanity points and they would have to win an opposed POW roll with the victim for the spell to be successful.

Alternative names: *Transmutation of the Mind to Flesh, Blessing of (insert Outer God or Great Old One's name here), Rite of Shaping.*

Petrify

- **Cost:** variable magic points; 1D8 Sanity points
- **Casting time:** 3 days

Creates an alchemical liquid that causes the drinker to become petrified. The concoction requires a successful Hard Chemistry roll and three days work preparing the necessary elements in a laboratory. Upon completion, the caster will have a colorless, bad-tasting liquid. Whoever drinks this fluid must succeed in an opposed POW roll against the number of magic points invested in the liquid multiplied by five. Failure means that, over the next 1D4 minutes, the target's tissues rapidly calcify, transforming them into a statue. Success means that the liquid does not take effect. The petrification is permanent, although magical means to reverse its effect may exist.

At the Keeper's discretion: a successful Cthulhu Mythos or Art/Craft (Potions) roll may be needed to ensure that directions are carefully followed.

Alternative names: *Mineralization of Flesh, Drink of Stone, Curse of Ossification.*

Petrify Nether Limbs

- **Cost:** 1D10+1 magic points; 1D6 Sanity points
- **Casting time:** 1 round

A living subject's legs are turned to stone. The caster must win an opposed POW roll with the spell's target: if successful, the target is immobilized; their legs no longer flesh and blood. The remainder of the target's body remains and functions as normal, provoking a Sanity roll (1/1D8 loss). The spell's effect wears off after 1D10 hours.

Deeper magic: if the caster invests an additional 5 POW, the spell's effect is permanent.

Alternative names: *Cease Perambulation, Harden Flesh, Indurate.*

Pipes of Madness

- **Cost:** 5 magic points; 1D6 Sanity points
- **Casting time:** 5 rounds

Those hearing this spell risk insanity. The spell must be cast with the enchanted bone pipe created by the spell **Create Curse Whistle** (page 86). The caster plays a specific weird melody on the pipes and sacrifices the necessary costs.

All within earshot of the strange melody should make a Sanity roll: failure causes the loss of 5 Sanity points and an immediate bout of madness (the listener going temporarily insane); if the Sanity roll is successful, the listener loses 1D3 Sanity points (and ordinarily does not go insane). Listeners should make a Sanity roll for every 5 rounds that the pipes are played and heard (losses being cumulative).

Should the player of the pipes have Sanity to lose, they may be asked to also make a single Sanity roll at the end of the first five rounds of playing (at the Keeper's discretion). If such a roll is failed, the player goes temporarily insane (losing 5 Sanity points) and becomes locked into playing the otherworldly tune for as long as possible. Listeners may attempt to prevent further playing if they can successfully resist the melody's effect.

Alternate names: *The Dark Song of the Heavens, Ye Abyssal Melody, Harmony of the Seven Hells.*

Poison Blood (Folk)

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 2 weeks

Exposes the target to an infectious agent. After two weeks preparing a foul ointment, the caster must touch the target with the ointment to instigate the infection. Symptoms start after a 12 hour incubation period and cost the target 1D3 hit points per day for 1D3 days, plus the discomfort of fever, chills, nausea, a feeling of dread, rashes in uncomfortable places, and so forth (possibly increasing the difficulty level of some skill rolls, or imposing a penalty die, at the Keeper's discretion). For each additional 2 magic points invested at the time of casting the spell continues for another day.

Medical intervention is unlikely to help the target of the spell, as the poisoning is magical in nature and its cause cannot be determined or understood by contemporary medical practitioners. Certain blessings and healing rituals may provide limited succor or completely negate the spell's effect.

At the Keeper's discretion: *a successful Cthulhu Mythos, Occult, or Art/Craft (Potions) roll may be needed to ensure that directions are carefully followed.*

Alternative names: *Poison Touch, The Dread, Blight.*

Pose Mundane

- **Cost:** variable magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

Causes a creature or object to become totally unremarkable in the minds of viewers. The caster must sacrifice magic points equal to one-fifth of the SIZ of the creature or object, plus one magic point per round to maintain the effect. An inanimate object can be masked indefinitely by the sacrifice 5 POW during the casting.

Those coming into the vicinity of the masked object or creature are beguiled and fail to notice it – to them the thing is essentially invisible. If, somehow, frequent contact with the item is made (such as standing next to it) a person may perceive (POW roll) that something "around them" is unusual or odd.

Deeper magic: a human subject of this spell is liable to go insane if they endure prolonged "invisibility" to those around them. For each day spent under the spell, the target should make a Sanity roll (0/1D4 loss)—once this roll is failed, for each day thereafter, the target automatically loses 1 Sanity point until either the spell ends or they go permanently insane.

Alternative names: *Mask, Dark Veil of Eibon, Hide in Plain Sight.*

Possess Corpse

- **Cost:** 1 magic point; 1D8+2 Sanity points
- **Casting time:** 2 rounds

Enables the possession and animation of a dead thing for a period of up to 10 minutes. Dead things may include skeletons, animal corpses (including those that have undergone taxidermy or preserved in formaldehyde), animal skins, and human corpses. The caster's mind is transferred to the corpse for the duration of the spell and is able to command mobility in the corpse appropriate to its condition (dependent on the state of the corpse).

While the caster possesses the corpse, their own body lies motionless and they no longer breathe (their heart stops pumping). When the caster returns to their own body, they must attempt a CON roll:

- If returning within 1–4 rounds – a bonus die is granted at Regular difficulty.
- If returning within 5–7 rounds – Regular difficulty.
- If returning within 8–9 rounds – Hard difficulty.
- If returning in 10+ rounds – Extreme difficulty.

If the CON roll is failed, the caster's body does not return to life; the caster's mind is entombed within their own (now dead) body. Another person may perform a successful Medicine or a First Aid roll to resuscitate the caster's body—the window of time in which resuscitation is possible is left to the discretion of the Keeper.

Note that if the corpse possessed is one of the living dead (a vampire, animated mummy, or a zombie) then an opposed POW roll should be made each round for the caster to remain in control of the body. If the caster loses an opposed roll, their mind is sent back to their own body (triggering a CON roll as detailed above). Generally, only one corpse can be possessed at any one time.

Alternative names: *Possession of the Dead, Corpse Mind, Instill Thy Will into the Decaying Flesh.*

Possession

- **Cost:** 15 magic points; 1D8 Sanity points
- **Casting time:** 4 rounds

Enables the possession of living human beings. By jumping from one body to the next, the caster can potentially ensure a very long lifespan. The high cost, however, means that it is used sparingly, with sorcerers preferring to stay in one body as long as possible.

The caster must be able to see their intended target with their naked eye. Words of possession are then spoken aloud to instigate the possession; the caster must win an opposed POW roll with the target to successfully transfer their consciousness. The possessor is unable to access any of their victim's memories while inhabiting their body. When the possessor leaves a body, the former victim has no recollection of the time when they were possessed—just a dark void in their memory.

Alternative names: *Transference of Will, Longevity, The Dark Path.*

Powder of Ibn-Ghazi

- **Cost:** 1 magic point (per dose)
- **Casting time:** 2 days preparation (per dose); 1 round to apply

Makes magically invisible things visible by blowing the powder against or over the invisible thing. The powder must be compounded carefully, according to exacting instructions, and involves three special ingredients and the sacrifice of 1 magic point per dose. A dose is one application of the powder. The Keeper determines the special ingredients required.



The powder is either blown from a tube or thrown over the target. The thing that is dusted stays visible for no more than ten heartbeats. That which could be made visible includes the magical lines extending from a place enchanted for the calling of a Mythos deity, the aura around a Gate, and a creature that is normally invisible (such as a star vampire). Using the powder costs no Sanity points, but seeing what it exposes may provoke such a roll.

Alternative names: *Dust of Seeing, Witness of the Unseen, Compound of Perception.*

Power Chant

- **Cost:** 5 POW; 1 Sanity point
- **Casting time:** 10 minutes

Allows the caster to temporarily double their magic points by permanently sacrificing 5 POW. The caster must chant for ten minutes while intoning the true names of certain deities, after which 5 POW points are forfeited. The caster's increased magic points remain only from sunrise to sunset, or sunset to sunrise, depending upon when the spell is cast.

The loss of POW may be invisible to observers or can take a more dramatic effect: unnaturally aging the caster, causing flesh to wither, hair to turn white, and so on.

Alternative names: *Drain Self, K'stolian Chant, Mass Enervation.*

Power Drain

- **Cost:** 1D8 Sanity points
- **Casting time:** 2 rounds

Leeches magic points from a target. For the spell to take effect the caster must win an opposed POW roll with the target: if the caster is successful, the target loses 1D6 magic points and the caster gains them; if the caster fails to overcome the target, the caster loses 1D6 magic points to the target. If all magic points are depleted, the spell then drains hit points (if all hit points are drained, the target falls unconscious—this spell lacks the power to kill).

Deeper magic: the thirst for power is most keenly felt by those who delve into dark lore. A proficient wizard may elect to drain POW rather than magic points from a victim.

Alternative names: *Leech Lifeforce, Rite of Nyambe, Sup of the Elixir of Power.*

Power of Nyambe

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** 6 rounds

The caster performs a debased ritual calling upon various Mythos gods for their favor. In return the caster receives 2D6 magic points. Any magic points stored in excess of the caster's normal pool do not regenerate once spent.

It is suspected that certain Mythos deities will require a formal bond of servitude from the petitioner, or a sacrifice or some other gesture, to demonstrate their devotion before the entity grants their request for magical power.

Alternative names: *Call Power of Nyambe, Favor of (insert Mythos deity name).*

Prepare Corpse

- **Cost:** 1D6 magic points; 1D8 Sanity points
- **Casting time:** 15 minutes

Neatly and efficiently de-bones a cadaver. The spell eliminates all bone and cartilage, allowing the dead flesh to be stored away. Since the spell can be cast only on entities without POW, it achieves nothing against the living or against the undead, such as vampires or zombies.

Alternative names: *Debone, Make Malleable, Ritual of Preparation.*

Prinn's Crux Ansata

- **Cost:** 25 POW; 1D6 Sanity points
- **Casting time:** variable days

Creates an ankh (looped cross) that can temporarily or permanently banish individual Mythos creatures. The object must be an ankh made of an unalloyed metal—pure copper, iron, silver, gold, or lead would be the easiest metals to find and to form. For 20 minus a number of days equal to one-fifth of the caster's INT the caster performs episodic rites and sacrifices, and then sacrifices the necessary POW to enchant the ankh.

To combat a Mythos creature, the caster intones a chant for three rounds and expends any number of magic points. Companions of the caster may contribute 1 magic point each; as a consequence of the 25 POW already sacrificed, the caster adds 5 "free" magic points as well. For the spell to take effect the caster must succeed in an opposed POW roll with the target. If the number of magic points gathered is equal to or greater than one-fifth of target's POW the caster gains a bonus die in the opposed POW roll; in addition, the caster may challenge a being with POW equal to his or hers plus 200.

Opposite: Pentragram of Chaos by Goomi

Any person who knows the chant (but not the spell) may wield the ankh and attempt to banish a creature, but they do not receive the 5 magic points increase granted to the original caster.

If the ankh-wielder and companions overcome the creature, it is dispelled. If they fail to dispel the thing, it attacks the ankh-wielder first before turning its attention to others present.

Alternative names: *Sigil of Banishment, The Icon of Expulsion.*

- Q -

Quell Suspicion

- **Cost:** 20 magic points; 1D6 Sanity
- **Casting time:** 1 week

Makes the caster unremarkable. The caster must spend seven days performing ritual purification, while also fasting and meditating. Under the light of a full moon, at midnight, the caster creates a magical circle, and then casts the spell. The caster must succeed in a Hard POW roll for the spell to take effect. With success, the spell magically dampens the caster's presence to other people in the world around them for a period of one month. This dampening is not invisibility, but rather something subtler: people will ignore the caster, as if they were of no importance or relevance to others in the vicinity. Strange habits or activities will be dismissed and quickly forgotten. Even those with cause (the police, a tax assessor, the investigators) must each succeed an opposed POW roll with the caster to be able to focus upon them and conduct their inquiry without their mind wandering off to be concerned with other matters.

Alternative names: *Still Suspicion, Guise of Ignorance, Walk Unseen.*

Quicken

- **Cost:** 6 magic points; 1 Sanity point
- **Casting time:** instantaneous

Temporarily increases the caster's movement rate by 2 and increases their DEX by 10 for 4 rounds. The procedure involves three rapid hand gestures and a mental visualization.

While repeated use of the spell is possible, continuous use has its drawbacks. If the spell is cast successively two times in a row the caster must make a CON roll: if failed, the caster immediately falls unconscious and permanently loses 5 CON points. Should the spell be successively cast a further two times, a second CON roll at Hard difficulty is required: if failed, the caster falls unconscious and permanently loses 10 CON points. Further successive use increases such characteristic losses.

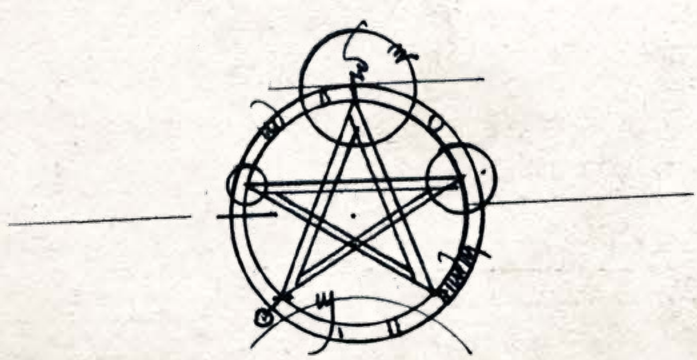
Alternative names: *Speed of the Beast, Haste, Spritely Dynamism.*

Quicken Fog-Spawn

- **Cost:** 25 magic points; 10 POW; 1D6 Sanity points
- **Casting time:** 5 rounds

The spell requires the larva of an other-dimensional Mythos entity (sometime known as "Gish-rla" but which has many conflicting names). The spell must be cast within dense fog through which no bright light can penetrate. A drop of the caster's blood must be smeared on the larva, and the spell's cost paid.

The spell causes the invisible, entity ("fog-spawn") to rapidly grow. The creature may be mentally commanded by the caster to move in any direction and to act as the caster chooses (usually it is directed to kill as the creature has limited mental faculties). The caster must remain within 200 feet of the Thing or it will go free; the caster can sense its approximate location while it is under his or her control. Control lasts for three hours, or until the fog lifts or day breaks (it will flee if faced with bright light, and direct



sunlight dispels the creature). After three hours, the creature will wander aimlessly through the night, killing those it catches before either disappearing from whence it came or perhaps finding a place of darkness to lurk in.

Alternative names: *Rite of Rebirth, Transmogrify Spawn of Nether Realms.*

Quicken the Voice of the Deep

- **Cost:** variable magic points; 1D8 Sanity points
- **Casting time:** 1 hour

Magically hastens a deep one hybrid's transformation from semi-human to full deep one, thus shortening the decades-long process to weeks, days, or even hours. The spell must be cast at night, on or within sight of the ocean. The hybrid to be transformed should be present, or the caster must have a magical connection with the target—hair, blood, a personal possession (a photograph may be enough). The caster sacrifices as many magic points as desired, and may also call on any number of assistants, who can each lend a maximum of 2 magic points. If the ritual gathers a total of 20 magic points, the target will transform in a single year; if 40 magic points are gathered, the transformation takes 2D6 months; if 80+ points are invested, the transformation will be complete in 1D100 hours.

Such a rapid transformation will take its toll: excessive Sanity point losses are to be expected, and this very rapid transition might prove fatal to the spell's target.

Alternative names: *Dagon's Call, Song of Hydra, Birthing Song.*

FOG SPAWN

Other Dimensional Life Form

Know it by the stench of burning hair that emanates from its soulless heart. Know it by its lack of physicality for it passes unseen and likens to dark places to hunt its prey. Not of this world, it hungers and waits, shrouded in mist to catch the unwary and choke the very life from those without sense to run.

—from the notes of Silas The Bloody.

STR 150	**CON** 150	**SIZ** 150	**DEX** 90	**INT** 05
APP —	**POW** 125	**EDU** —	**SAN** —	**HP** n/a*
Damage Bonus: n/a		**Build:** n/a	**Move:** 10	**MP:** 25

Attacks per round: 6 tentacles of mist, each with a reach of 35 feet.

Fighting	50% (25/10), treat as surprise attack, damage**
Dodge	n/a

Fighting: inserts pliable tentacles into nostrils and mouth of the target—up to six victims simultaneously—inflicting choking damage, which increases each round: 1 damage in first round, 2 damage in second round, 3 damage in third round, and so on. If the target is able to win an opposed STR roll versus the STR of the tentacles, he or she may break free and escape. Each tentacle has STR 25, multiplied by the number of tentacles attacking the individual; thus, if the Thing performs three successful attacks on one target, the opposed roll is versus STR 75, and so on.

Investigators suffer a penalty die to all attempts to hit the monster (they must essentially make wild attacks) and fumbles mean they have hit an ally or the Thing's victim instead.

Insubstantial: immune to physical attacks. It may be seen (momentarily) in bright light as a sparkling gray cloud with thin, whip-like tentacles. Direct sunlight dispels the fog-spawn back to its native dimension (transition takes ten minutes), from whence it cannot return. If it can find a perpetually dark place, such as a deep sewer or a cave, the fog-spawn might stay on Earth for some time. It is immortal in Earthly terms, with no need to feed. Its motives or instincts are unknown.

Armor*: none—the fog-spawn is insubstantial and nothing material can harm it. Bright light can drive it away but does not actually harm it. Skills: Hunt for Victim 65%, Stealth 95%.

Sanity Loss: if seen, 1/1D10. Automatically lose 1D8 points upon the fog-spawn's first successful attack.

- R -

Raise Corpses (Dreamlands)

- **Cost:** 50 magic points; 2D10 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. Raises all corpses within 50 yards of the caster, and causes the risen terrors to seize and devour victims within the caster's field of vision. A short, repeating chant is called out by the caster, which often provokes a sudden temperature drop and occasional lightning. The number of corpses in the vicinity should be determined by the Keeper. Those witnessing the rise of the dead should make a Sanity roll (1/1D8 loss).

Alternative names: *Gatherer of the Dead, The Instele Rite, Unleash the Ravenous Ones.*

Raise Ghost of Ib (Dreamlands)

- **Cost:** variable magic points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. In ancient times the beings of Ib worshiped the Great Old One Bokrug until the people of Sarnath laid waste to Ib. The caster calls upon the ghosts of Ib to come forth and materialize. The spell raises one ghost being of Ib per magic point invested. There is no Sanity cost for the spell, but the creatures themselves prompt Sanity rolls of their own.

This spell is normally only effective when cast on the shores of the Nameless Lake, near the ruins of Sarnath or Ib. Yet, if Bokrug is somehow present when the caster begins this spell, ghost-beings of Ib can be summoned anywhere in the Dreamlands. Furthermore, when Bokrug is present, 1D10 Ghost-Beings of Ib are summoned per magic point spent.

Note: see Malleus Monstrorum *for further information about Beings from Ib.*

Alternative names: *Manifest Bokrug's Favored Ones, Call the Doom of Sarnath.*

Raise Night Fog

- **Cost:** 3 magic points; 1D2 Sanity points
- **Casting time:** 5 minutes

Calls forth a dense ground fog from a body of water. May be cast only at night. The ritual involves a bowl for water, filled from the body of water where the fog is to form. The caster blows gently across the surface of the container while making the proper gesticulations. The fog forms suddenly; if there is wind, it drifts naturally with the wind. The fog dissipates with the rising sun. The caster may be many miles away from the body of water where the fog appears, so long as they have the requisite water.

Alternative names: *Poseidon's Breath, The Cloak of Watery Vapor, The Dark Mist of Eternal Secrets.*

Ravening Madness, The (Dreamlands)

- **Cost:** 12 magic points; 1D8 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands and normally only at dreamers (visitors to the Dreamlands). Causes the target of the spell to suffer a sudden and terrible nightmare effect. The target, which must be within 30 yards of the caster, is forced to make a Sanity roll: if failed, they lose 5 Sanity points and immediately suffer a **Nightmare Effect** (see following). If the Sanity roll is successful, the target loses 1D3 Sanity points but suffers no further effects. For those already permanently insane (zero Sanity) the spell has no effect at all.

Nightmare Effects

Choose an effect appropriate to the situation, or roll 1D10 to randomly determine a nightmare effect.



1D10	Nightmare Effect
1	An object, item of clothing, or organ melts away to nothing, or becomes loathsome or horrifying (such as a scimitar becoming a snake if the wielder suffered from Ophiophobia). The object is restored to normal on the character's next visit to the Dreamlands.
2	The character suddenly desires to flee but finds they are unable to do so. A hallway seems to stretch on infinitely, they are paralyzed, seemingly glued to the ground, or they can flee only in excruciatingly slow motion. Otherwise, they can do nothing else but suffer an intense feeling of dread. The effect ends after 1D10+5 rounds.
3	Surroundings suddenly melt away, and the character finds they have been transported to another place—somewhere dark and frightening (such as the Dreamland's Underworld).
4	One of the character's companions (not a dreamer, though), or a nearby plant or animal, is transformed into a horrid creature of the Keeper's choosing or design. The transformation is reversed upon the dreamer's next visit to the Dreamlands.
5	An old wound, injury, disease, or malformation suddenly reappears to pain, terrify, and inconvenience. The malady is restored to normal in the dreamer's next visit to the Dreamlands.
6	The character wakes (if a dreamer), but no longer knows whether they are awake or dreaming. They are disoriented and cannot direct their dreaming to a particular person, place, or event in the Dreamlands until an amount of time chosen by the Keeper passes, or until a successful Psychoanalysis roll is made.
7	The character makes a Hard INT roll: if failed, they wake up immediately, with their hair turned grey or white, or beginning to fall out.
8	The character makes a Hard POW roll: if failed, they wake up immediately and are thereafter afflicted by a nervous tic (chosen by the Keeper). Depending on its nature, the tic may reduce APP by 10 points. Successful Psychoanalysis may, at the Keeper's discretion, reduce or negate the tic.
9	The character makes a Hard CON roll: if failed, they wake up and immediately suffer a minor coronary arrest—requiring a CON roll: if failed, they die. If the roll succeeds, they lose 20 CON.
10	Any other appropriate effect, as chosen by the Keeper. In general, if the dreamer's real body is afflicted, they should be forced awake. If only their Dreamlands persona is affected, they should have the opportunity to relieve any problem, by a successful Dreaming roll and the appropriate expenditure of magic points.

Alternative names: *Terror Manifest, The Creeping Horror.*

Reach

- **Cost:** variable magic points; 5 Sanity points
- **Casting time:** 1 round per magic point spent

Allows the caster to reach through intervening surfaces and volumes, to the physical extent of his or her arms or tentacles, and adjust things, implant new elements, or withdraw existing ones. Cost of the spell varies: for each inch of organic surface (such as wood) to be passed through, the caster must spend 1 magic point, or 2 magic points if the surface is non-organic (such as rock).

If there is a possibility of the caster's concentration being broken during the spell (from an attack or similar) they should attempt an INT roll: if failed, the spell ceases, which may cause the caster's appendage to be trapped, requiring the spell to be recast to extricate themselves.

Alternative names: *The Wizard's Hand, Pass Through Stone, The Thief's Trick.*

Reanimation

- **Cost:** 6 magic points; 5 POW; 3D6 Sanity points
- **Casting time:** 6 hours

Not to be confused with the scientific process of reanimation discovered by Dr. Herbert West, this spell creates a form of self-aware zombie under the control of its creator. The entity retains all knowledge and skills that it possessed in life. This ghastly spell requires a recently dead human corpse, which retains sufficient flesh to allow mobility upon activation. The name of the deceased must be known to the caster. The ritual is an elaborate incantation made while the caster washes the corpse with their tongue.

Should the walking dead suffer injury, like the severing of an arm or head, it can be sewn back on the body without undue impediment. The death of the caster frees the reanimated corpse from servitude but, unlike a zombie, the reanimated corpse continues to function after its creator's demise as an independent monster.

Deeper magic: while the reanimated retains knowledge and skills, it does not necessarily retain knowledge of any spells it knew in life. Certain sorcerers are able to negate this consequence, allowing the walking corpse full access to its spell arsenal—in this event, the creature retains the amount of POW it had in life.

Alternative names: *Undying Servitude, Create Faithful Servant, Life to the Flesh.*

Red Sign, The

- **Cost:** 3 magic points; 1D8 Sanity points; 1 hit point per round
- **Casting time:** 1 round

An awful spell that causes one or several targets to die horribly. The caster inscribes in the air the dreaded Red Sign, while speaking words of power. When formed correctly, a dull red symbol glows in the air as the caster's finger describes it. The sign's malevolent effects manifest the round after its creation. Once formed, the sign must be maintained by concentration (the caster needing to stand nearby) and the additional expenditure of 3 magic points for each additional round beyond the second. The caster also loses 1 hit point each round beyond the second because of their proximity to the sign.

All those within 10 yards of the sign lose 1D3 hit points per round as their bodies quake and spasm, and their internal organs and blood vessels convulse. Those further than 10 yards but nearer than 30 yards lose 1 hit point each round. Those further than 30 yards take no damage. It is possible to escape the sign's effect by crawling behind a stout wall or other opaque barrier.

Deeper magic: the caster may empower the Red Sign further by investing 5 POW into its creation. This done, the sign causes 1D6 hit points loss per round to those within 10 yards and 2 hit points loss to those within 30 yards. Alternatively, the caster may elect to cause the Sign to expel its dark energy in a single blast. The caster creates the Sign as usual and invests it with 10 POW. On 1D4 rounds following, the Sign will explode in blaze of red light causing 2D8 damage to everything within 50 yards (including the caster).

Alternative names: *The Red Sign, The Mark of Fiery Pain, Sigil of Crimson* .

Reincarnate

- **Cost:** 10 magic points; 10 POW; 1D6 Sanity points
- **Casting time:** 1D10+20 minutes

Recreates a dead person from memory. The caster concentrates their mind upon the person, who must have been personally known to them, for 1D10 +20 minutes to "reincarnate" them. The reincarnated person manifests before the caster as if physically alive and remains, able to talk and answer questions, move about, and so on, for up to 5 minutes. The spell may be recast instantaneously for the same cost, although this must happen immediately in the same round as the original spell ceases, otherwise the caster must again spend 1D10+20 minutes mentally concentrating. The recreated being possesses all the idiosyncrasies of the original.

Alternative names: *Memory Transmigration, Restoration of Thought, Call Forth Divine Friend.*

Remortification

- **Cost:** 1D6+1 Sanity points
- **Casting time:** 1 round

Forces the appearance of the ghost (spirit/essence) of a deceased person. The spell must either be cast over the grave of the deceased or where the person died. The spirit re-enacts the movements made just before its death. The spirit is immaterial, yet (if appropriate) vocalized sound may be heard—although the spirit cannot hear or perceive the caster; thus, it cannot answer questions. Objects pass right through it. It cannot physically harm anyone or anything, but may cost Sanity points to see.

Alternative names: *Summon Spirits of the Dead, Witness the Dying Stroke, Call Up Those Past.*

Removal of Favor

- **Cost:** 5 magic points; 1D6 Sanity points
- **Casting time:** 1 round

Destroys homunculi created in the image of Tsathoggua within the immediate presence of the caster. The caster makes an opposed POW roll versus the homunculi's creator (whether alive or dead). Success means that all homunculi in the immediate vicinity disintegrate and revert to their original material of construction (e.g. clay).

More than one person can perform this spell at the same time, adding a bonus die to the lead caster's opposed POW roll. Only one bonus die is added, regardless of how many others perform the spell at the same time.

Opposite: A Homunculi of Tsathoggua by Goomi



Deeper magic: variations of this spell are said to exist specifically targeting homunculi servitors of other Mythos beings, such as Nyarlathotep, Shub-Niggurath, and Abhoth. While such variations are rare, the costs for each would certainly vary.

Alternative names: *Destroy Manifestations of the Toad King, Ruin of Clay.*

Rend Veil

- **Cost:** 24 magic points; 2D8 Sanity points
- **Casting time:** 5 rounds

A deadlier version of the **Lift Veil** spell (page 135): instead of just lifting one veil of human consciousness from the target for a little while, the caster permanently rips away the veil causing the spell's target to disappear. To cast this spell, the caster must win an opposed POW roll with the target.

With one of the veils to perception so ripped away, a rift is created which pulls in the target of the spell. Successfully cast, a portion of reality twists itself into a fist-sized lump. It quickly becomes a swirling, churning vortex until the fabric of reality rips, folding in on the target, who is cast into the infinite time stream, the swirling multiverse, or some other portion of time, space, or hyper-reality. They disappear with the tear in space-time, perhaps lost forever unless some means of location and retrieval can be found—if found and returned, they will certainly not be the same person as they were before!

Alternative names: *Daoloth's Doom, Rip Space, Sunder Enemy to the Farthest Reach.*

Repel Shan

- **Cost:** 3+ magic points; 1D6 Sanity points
- **Casting time:** 3 rounds

This spell consists of a complicated song that repels insects from Shaggai. When sung, the caster must expend a minimum of 3 magic points and make a successful Art/Craft (Sing) roll. All shan within hearing of the caster are instantly filled with pain and revulsion, and must retreat from the sound of the song within a range of the magic points expended times five feet. Repelled shan must abandon their hosts and can do nothing but flee unless they make an Extreme POW roll. If the caster succeeds in an opposed POW roll against the shan closest to them, the shan is so overcome that is can do nothing but writhe in pain for 1D3 rounds, utterly helpless.

The caster can be assisted by other singers, who contribute extra magic points to increase the spell's area of repulsion. Note that those seeing the shan emerge should make a Sanity roll to see the hideous creatures.

Alternative names: *Dismiss Mind Creatures, Purgation of the Brain, The Nindo-Ka Melody.*

Restorative Meditation (Folk)

- **Cost:** none
- **Casting time:** 1 month

A Tibetan technique that provides mental restoration through long mediation. Practitioners isolate themselves from all worldly influence for a period of at least one month, during which time they must only focus upon isolated mediation and ritual purification. At the end of this time of deep contemplation, they can attempt to make a Sanity roll: if successful, they have 1D6 Sanity points restored. Points recovered with this technique can never exceed the maximum amount permitted by the game mechanics of 99 minus their Cthulhu Mythos skill percentage.

Note that the result of a fumbled Sanity roll means that the mediation has been corrupted, with the person's thoughts being twisted to focus on and relive the mental anguish previously suffered. Such unfortunates lose 1D6 Sanity points rather than gain them.

Alternative names: *Mantra of Wellness, Peace of the Namaste.*

Resurrection

- **Cost:** 3 magic points; 1D10 Sanity points
- **Casting time:** 1 or 2 rounds

Reduces a corpse to its essential salts and compounds, a bluish-grey powder, or reverses the process to yield ultimately the form and soul of the deceased. A complete corpse is necessary. Being resurrected in this manner costs the target 1D20 Sanity points.

If only part of the ashy powder is available for the spell, the sorcerer gets "onlie the liveliest awfullness" from what's then made flesh. But the successfully resurrected need not be all in one piece—as long as the coffin is intact and sufficient care is taken to scrape together all the fragments and dust within, the spell succeeds.

Reciting the spell backward returns the resurrected entity to dust and likewise requires the expenditure of 3 magic points and 1D10 Sanity points. The dust can be retained or thrown away. For the spell to take effect the caster must succeed in an opposed POW roll with the

resurrected person. If the caster wins, the target returns to dust. If the target wins, it may try to prevent the caster from reciting the spell again. Reciting the spell backward takes two rounds. In *The Case of Charles Dexter Ward*, many of those resurrected were interrogated and tortured to reveal secrets of the past.

Alternative names: *The Rite of Knowledge Long Lost, Recrudance, Rite of Salts.*

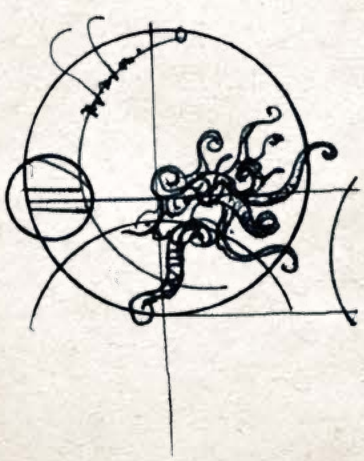
Return of the Beloved

- **Cost:** variable magic points; 5 POW; 1D10 Sanity points
- **Casting time:** 1 day

Creates a temporary simulacrum of someone who has recently died. The spell requires a day-long ritual and the expenditure of magic points equal to the number of days the caster wishes the simulacrum to exist. The person to be copied must be no more than a week dead. The simulacrum is identical to the original in every detail but has only half of the original's INT, and speaks only in one-word sentences. Old relationships are remembered, as are skills, although knowledge-related skills (like Archaeology) are halved. Spells known by the original are less likely to be cast (using the new INT value, a Hard INT roll is required for a spell to be known).

When the spell expires, the simulacrum collapses to the ground and sublimates into a vapor. Reanimating and returning to consciousness the deceased can be disturbing for former friends and family, calling for Sanity rolls (1/1D6+1 loss).

Alternative names: *Apparition of the Dead, Reconstitution, The Dead Man's Favor.*



Return Servitor

- **Cost:** 20 magic points; 1D6 Sanity points
- **Casting time:** 3 rounds

Interferes with the binding of a Mythos creature, causing it to return to and attack the person who originally summoned it. The caster makes an opposed POW roll with the original summoner (the caster who summoned and/or bound the monster). If the caster wins, the creature will be compelled to return to and attack its original master with due haste. The spell has no effect against unbound entities.

Deeper magic: variations of this rare spell target the binding of different Mythos creatures, each spell is specific to the monster type. Dark whispers tell that many transcriptions of such variant spells are purposefully incorrect—perhaps devised by those both mad and insidiously wicked. In some instances, if time and ability allow, the original summoner could attempt to recast the binding spell to regain control of the creature—the difficulty of this process may result in a higher spell cost and success is not necessarily guaranteed.

Alternative names: *Intercession of Authority, Claim Mastery of Star Spawn, Interlope Binding.*

Reversed Angles of Tagh-Clatur

- **Cost:** 15 POW; 1D20 Sanity points
- **Casting time:** 1 hour

As revealed by ancient Egyptian priests, this spell opens the dimension in which the full entity of Gla'aki resides. Highly mathematical in nature, this spell cannot be attempted by anyone with an INT of less than 90. When cast, it opens a Gate between Gla'aki's dimension and our own, allowing the part of Gla'aki that inhabits our world to connect to its full being, allowing the Great Old One to exert far more influence in our world.

This spell can be reversed in order to cease the connection, or to close any other existing Gate.

Alternative names: *Tagh-Clatur Observance, End Gate.*

- S -

Saaamaaa Ritual

- **Cost:** 30 POW
- **Casting time:** 2 hours

Creates a protective barrier, effective against the minions of the Outer Gods and the Great Old Ones. A complicated ritual involves inscribing the Eight Signs of Surety on the ground between two circles (drawn in chalk, or similar). The ritual creates a magical barrier through which no Mythos minion or supernatural entity (vampires, zombies, etc.) may pass. The magical circle created is large enough for up to eight people (although a smaller circle holding up to 4 people, taking 1 hour to prepare, may be used) and lasts for 24 minus 1D10 hours.

Deeper magic: inscribing the first and eighth Signs of Surety and connecting them with three straight lines may seal an entranceway from use by Mythos minions. This shortened version of the ritual requires 10 rounds to cast and costs 10 POW. The enchantment remains until a portion of the signs are removed.

Alternative names: *Saaamaaa Warding, The Eight Inscriptions, Grande Ward.*

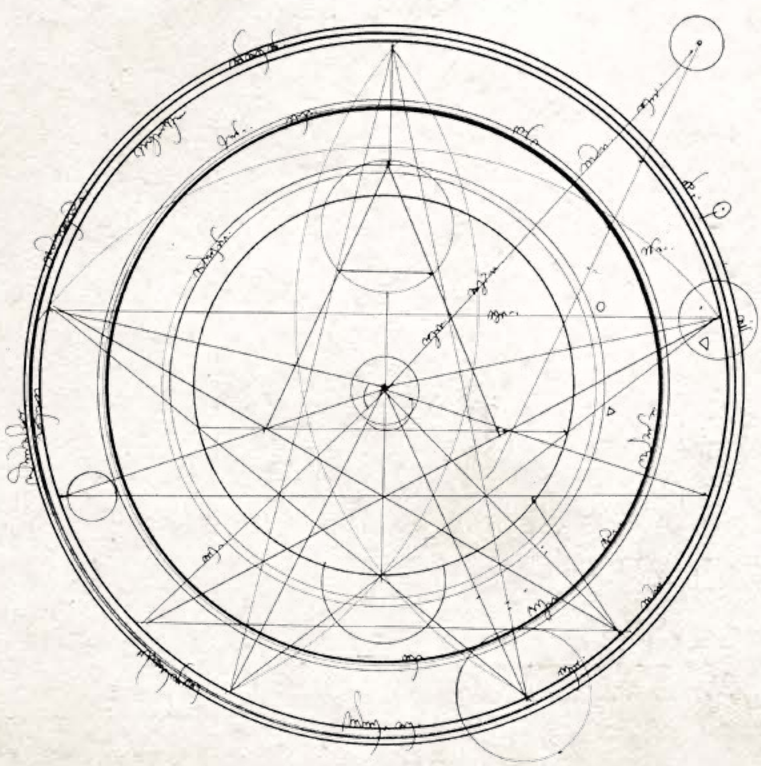
Sacred Molting of the Serpent

- **Cost:** 10 magic points; 1D8 Sanity points
- **Casting time:** 1 hour

Reduces the age of the caster, offering potential immortality. The caster must acquire a "pure soul" (an individual with no skill points in Cthulhu Mythos) who is less than 10 years of age to serve as a sacrifice. The caster then ritually offers the sacrifice in a ceremony using an enchanted knife. The ritual drains all of the sacrifice's blood, which is drunk by the caster. Following this foul ceremony, the caster's skin gradually begins to split and peel (the caster loses 5 APP per day following the ritual). After three days, the caster can peel away all of their old skin completely, taking around three hours to accomplish this grisly act (witnesses should make Sanity rolls; 1/1D6 loss). Underneath, the caster is significantly younger. For every 10 POW possessed by the sacrifice, the caster deducts two years from their age—thus, a sacrifice with POW 60 would remove 12 years from the caster.

Originally taught to the ancient serpent folk by Yig, this ritual has subsequently been taught to human worshippers of Yig. Non-worshippers of Yig attempting this spell may be required to fail a Sanity roll (at the Keeper's discretion) in order to go through with the horrific sacrificial ceremony.

Alternative names: *Blood Renewal, Flesh Rite, Skin of Rebirth.*



Seal of Isis

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** 1 hour

Protects inanimate objects against magical attack. The caster invests as many magic points as desired. If magical attacks (spells) are directed into the warded area (a 50-foot cube), an opposed POW roll is made by the attacking spellcaster versus the number of magic points invested multiplied by 5. If the attacker is successful, their spell cuts through the ward and may harm the object(s) inside—the ward may possibly be destroyed (make a roll against the number of magic points invested multiplied by 5: if failed, the ward is destroyed).

Note that the Seal of Isis does not defend people, and is not a physical barrier against intruders—it only protects inanimate objects within the warded area.

Alternative names: *Desire of Protection, Seal of Xthenas, Seal of Nephren-Ka.*

Seal of Nephren-Ka

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** varies (1 round to 1 hour)

Creates a barrier against spirits (embodied or not), as well as most spells. Spells cast at living persons within the warded area (a 50-foot cube) are resisted by the number of magic points sacrificed to the spell. The caster invests as many magic points as desired. If magical attacks (spells) are directed into the warded area, an opposed POW roll is made by the attacking spellcaster versus the number of magic points invested multiplied by 5. If the attacker is successful, their spell cuts through the ward, destroying it, allowing their original spell to function normally. The warded area resists all spells except for summoning spells enacted by the caster of the Seal of Nephren-Ka; the spell creates a (relatively) safe place to perform experimental summonings.

A "spirit" can cross the barrier by succeeding in an opposed POW roll (with a penalty die) versus the number of magic points invested multiplied by five. Once an entity successfully crosses the Seal, it is destroyed.

The warded area may take many forms; commonly indicated by a complex pattern of lines on a floor, a peculiar arrangement of stones in a field, or a grove of trees planted and grown in a specific pattern. If the area has previously been prepared (trees, grown, stones placed, etc.) then the Seal takes but a round to enact, otherwise, if drawing the required glyphs, the casting time increases to 1 hour. The Seal will remain in effect, unless broken by a spirit or a spell, for 24 hours before dissipating.

Deeper magic: investing 10 POW into the spell provides for the Seal to remain active for up to five days.

Alternative names: *Intractable Field of the Black Pharaoh, The Grand Ward, Sphere of Denial.*

Seal Pit (Dismiss Hastur variant)

- **Cost:** 7 magic points
- **Casting time:** 2 rounds per crystal (6 rounds maximum)

The caster must be in possession of one to three crystals (see **Crystal Call**, page 90), which act as a catalyst for dismissing He Who Is Not To Be Named. Each correctly placed crystal adds 20% to the chance of successfully dismissing He Who Is Not To Be Named. The caster must expend 7 magic points to yield the initial 5% chance to dismiss He Who Is Not To Be Named (who, having 175 POW requires the sacrifice of 7 magic points to gain 5% chance of dismissal). Placing three crystals correctly yields a 60% chance of success, totaling 65%. If the caster wishes to boost this chance to 99% successful dismissal, they must expend an additional 7 magic points. Therefore, to gain total mastery over the Seal Pit spell, the caster must expend a total of 14 magic points and place three crystals in a correct alignment. Each crystal so used must be consecrated in blood (a drop of the caster's blood is all that is required).

Alternative names: *Revoke Crystal of Summoning.*

Seek the Lost (Folk)

- **Cost:** 2 magic points; 1D6 Sanity points
- **Casting time:** 1 minute

Divines the location of an object. For each 3 magic points expended there is a 10% chance of locating a lost object. The object must be known to the caster. The range of the spell may not exceed 300 feet. The spell operates for ten minutes.

Deeper magic: a variant spell, sometimes known as "Finding the Cord," indicates the location of someone or something known personally to the caster (or to someone participating in the ritual). While the spell cost remains the same, 20 minutes are required to braid a cord of fibers interwoven with bird down. The cord is then looped on the ground and a small object, such as an arrow, is placed within the circle. The caster pays the spell's cost, and if successful, the arrow immediately flies into the air and unerringly travels toward the desired person or thing. If he/she/it is within a mile of the caster, it finds what was desired. If further away, the flying object may be launched several times without cost, but it loses effect after 1D6 hours. Anyone witnessing the object

flying may be subject to a Sanity roll (0/1D3 loss, at the Keeper's discretion). The small object flies at MOV 12, and so may be difficult to follow, especially if buildings or natural obstructions intervene. The flying object and cord both lose their magical quality once the item or person is found.

Note that Keepers are advised to make the success roll in secret as a fumbled result means the arrow or object actually seeks out something other than the person or object desired—usually something malign or detrimental to health of the caster.

Alternative names: *Find Heart's Desire, Divine Positioning, Arrow of Unmasking.*

Send Dream

- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** 10 minutes

The caster sends a short, specific dream to a target (a single scene or an image or emotion, such as foreboding or horror). A special etched, copper bowl is required, which is filled with herbs and blood from the caster and set alight, producing a greenish smoke. The target must be asleep and within 20 miles of the caster and the caster must win an opposed POW roll with the sleeping target for the dream sending to be successful.

Deeper magic: a variant causes horrific nightmares derived from the Mythos knowledge of the caster (who must have at least 20% in Cthulhu Mythos). The spell cost is the same, except the Sanity cost is 6 points. Upon waking, the spell's target recalls the nightmare, resulting in a 1D4 Sanity point loss. Should successive Mythos induced nightmares be directed at the same target over a prolonged period, the target may gain points in the Cthulhu Mythos skill at the discretion of the Keeper.

Alternative names: *Impartation of the Night Reveries, Induce Visions of Nightmare, Whispers of Darkness, Illuminate Unbelievers, Send Madness.*

Send Sacred Snake

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 4 rounds

Transports a lethal snake to a target's location. May only be cast in an area consecrated to Yig. The target's actions and description must be called out aloud several times during the ritual. The spell conveys the snake to the target's current location. On appearing, the snake may immediately inflict a surprise attack, which automatically hits (whether the target has the opportunity to notice the snake is dependent on their current circumstances and the discretion of the Keeper—a kind Keeper might allow a Listen, Spot Hidden, or Luck roll to detect the snake). If the sacred snake misses, it pursues its victim, striking repeatedly. The bite of the sacred snake inflicts 2 damage plus poison: the poison is Strong (2D10 damage), causing a few minutes of agony and then usually death; an Extreme CON roll halves the damage.

The sacred snake is always a huge example of whatever type of snake is dominant in the geography of the caster. A large white crescent mark can usually be discerned on its head.

Alternative names: *Gift of Yig, Yig's Blessing.*

Sending of the Dead

- Cost: 10 magic points; 1D6 Sanity points
- Casting time: 5 rounds

Causes significant harm or death to the target. The caster or supplicant must use something personal to the target in casting the spell (hair, toenail clippings, clothing, etc.). The personal item is mixed with several handfuls of earth taken from a graveyard. The caster must then win an opposed POW roll with the target (who may be any distance away). The spell performed, the caster or supplicant must now lay the enchanted personal item on or in the earth where the target will walk on it. If the target does walk over the item, the spirits of the dead enter his or her body, causing distress, anxiety, mental decay, and possibly physical damage—roll 1D10 to determine the severity of the spell upon the target:

1D10	Spell Effect
1-5	Target immediately loses 1D10 Sanity points.
6-9	Target suffers a debilitating illness lasting 1D4+1 days, causing 1D6 damage, and the temporary loss of 20 STR and 20 DEX (characteristic losses are regained at 5 points per attribute per day thereafter).
10	Target collapses and falls into a coma lasting 1D6+1 days. On the final day the target dies unless the dead can be expelled (through magical exorcism, another spell, or by getting the caster to revoke the spell).

Opposite: Roots by Goomi



How the spirits of the dead manifest within the target is determined by the Keeper; suggestions include the imprint of fingers, hands, or faces from within the target's flesh; black "soulless" eyes; the target speaking in strange voices, and so on.

Alternative names: *Suffer Thy Enemy, Possession, Spite of the Dead.*

Sense Life

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** 1 to 5 rounds (depending on area being searched)

Allows the caster to detect the presence of life in a particular place. The spell has an approximate range equivalent to that of an average house. The caster must be present in the area. The spell allows the caster to distinguish species (such as a dog or a person), but not to recognize specific individuals. The caster can detect a living presence and its general location, but not with pinpoint precision.

Alternative names: *Intuit Presence of the Other, Locate Living Resonances.*

Seraph's Glory (Dreamlands)

- **Cost:** 6 magic points; 1D3 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. A dazzling burst of light explodes, lasting only an instant. It can be used as a signal, to impress other people, to attack creatures who dwell in darkness, such as shades (the burst of light inflicts 2D6 damage to each such creature within 10 meters), or to temporarily blind an opponent (increasing skill roll difficulties and/or imposing a penalty die) for 1D3 rounds.

Alternative names: *Scintillant Embrace, Flare, Balefire.*

Serviceable Villein (Dreamlands)

- **Cost:** 18 magic points; 1D8 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. The caster must be able to gaze into the eyes of the target, who must be within 10 feet, and speak the words of command. The target loses all will of their own if they lose an opposed POW roll with the caster, obeying all the caster's commands to the letter. Orders that would cause harm to the target may be resisted, requiring a further opposed POW roll for the caster to maintain control. The mastery ceases after 1 hour, although an additional magic point may be sacrificed to maintain the effect for another hour (which may be repeated each hour thereafter).

Alternative names: *Impose Will, The Wizard's Decree, Obligation of Kraznor.*

Sever the Affable Bonds

- **Cost:** 50 magic points; 1D8 Sanity points
- **Casting time:** 3 hours

A powerful curse meant to disrupt the life and livelihood of the target. This spell may only be cast when Mars and Saturn are in favorable alignments. A successful Science (Astronomy) or Occult roll can determine the most opportune time for casting the spell (as desired by the Keeper—perhaps 100 minus the caster's Luck in days). The caster is required to draw a magical circle, and must possess an item owned by the target (this item will be consumed in the casting), plus at least one assistant. The combined participants contribute 50 magic points (in any division), but only the caster sacrifices Sanity points.

When the ritual is done, the caster makes a Hard POW roll: if successful, the target's friends, lovers, and relatives change their demeanor to the target, becoming testy and unforgiving. The target's old friends will grow angry and fall out with them over the slightest trifle, acquaintances will be contrary and argumentative, and their spouse or lover will grow estranged. The target's job or profession will be impacted, as bosses and colleagues suddenly find them disagreeable to work with. The curse lasts one lunar month, or until magically dispelled.

Deeper magic: if double the amount of magic points are invested (100) then the spell works without need for the caster to succeed in a POW roll. Variants of the spell may also affect the target's Luck (halving their Luck value) and cause a penalty die to be applied to skill rolls such as Credit Rating, Charm, Persuade, Fast Talk, and APP rolls.

Alternative names: *Negative Disconnection, Disseverment, Cleave Heart's Joy.*

Shadow of Nyarlathotep

- **Cost:** 3 magic points; 1D3+1 Sanity points (+5 POW)
- **Casting time:** 1 hour

Note that 5 POW is consumed when first successfully learning this spell. To cast the spell, the caster requires a pint of fresh and warm human blood and three live animals (such as chickens or rabbits). After sacrificing the animals

and intoning dread words to Nyarlathotep, a large, shadowy form appears, a shadow of one of Nyarlathotep's thousand forms (dependent on the form known to the caster—for example, if cast in Africa, the form might be that of the Bloody Tongue). The caster then directs the shadow to a target, whereupon it will stalk the target, provoking a sense of curling dread and strange coldness around the target. The shadow may affect the target in many ways.

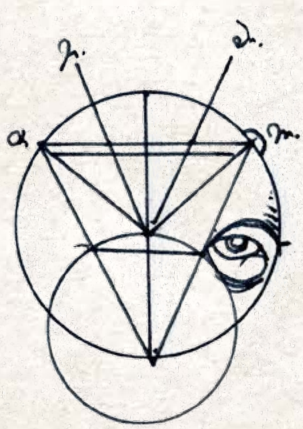
The target or other who see the shadow at a distance should make a Sanity roll (1D2/1D6 loss), whereas seeing the shadow up close calls for a Sanity roll with stronger consequences (1D6/1D20 loss) as far for detail of the shadow's form can be discerned (clawed appendages, tentacle where a face should be, and so on).

The shadow follows the commands of the caster for one hour before fading away. It can frighten, horrify, and unnerve those who see it, but it cannot affect the target or viewers physically, nor move things, or make attacks. Common physical symptoms of such a scare include nightmares, excessive sweating, and incontinence at night.

The shadow is dispelled by strong light, such as the nearby presence of large fire or the headlights of automobiles, but ordinary electrical lights have no effect.

Deeper magic: with the greater cost of 10 magic points and 1D6 Sanity points, the shadow takes on more physicality, able to move objects, knock things over, and vocalize, although it cannot directly attack the target. Sanity loses for such uncanny events are at the Keeper's discretion.

Alternative names: *Summon the Cunning Stalker, Adumbration of Darkness, Shade of the Messenger.*



Shadow Void

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** instantaneous

Subjects the target to immersion in shadow. The caster must be able to see, visualize, or speak the name of the target. The target suffers complete sensory deprivation, while at the same time they are accosted by invisible hands that prod and slap (inflicting 1D4 damage per round). The experience overwhelms the target and renders them incapable of any action for 1D6 rounds. The effects of the spell may be resisted by the target on any round after the spell takes effect with successful Hard POW roll. If the experience is countered in the second round, the target makes a Sanity roll (1/1D4 loss); however, if the spell runs its course the Sanity loss is greater (1D2+1/1D6 loss). Double such Sanity loss if the target is currently insane (which may provoke a bout of madness).

Alternative names: *The Unspeakable Fear, Hex of the Wandering Hands, Immerse Thy Enemy in Profound Darkness.*

Shrivelling

- **Cost:** variable magic points; variable Sanity points
- **Casting time:** instantaneous

A powerful offensive spell causing physical injury to a target. The caster invests as many magic points as desired and that number halved in Sanity points. For the spell to take effect the caster must succeed in an opposed POW roll with the target. If successful, the target is subjected to a sudden and terrifying blast of energy, causing flesh to blacken and wither. The target loses 1 hit point per magic point invested in the spell.

Deeper magic: calling up the powerful energies of the Mythos is one thing; shaping them through understanding and comprehension is another. Some casters are able to inflict this spell without the need for a POW roll. In addition, the caster may elect to induce further mental terror: while reeling from the energy blast, the target believes that he or she is being assaulted by horrific Mythos entities, provoking a Sanity roll for 1/1D6 Sanity loss.

Alternative names: *Shriving, The Withering Blast of Death,.*

Silver Spray, The (Dreamlands)

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. Negates spell effects upon a single target. The caster may invest as many magic points as desired. A glistening spray of opaque

silvery lines extend from the caster's hand up to 10 feet distant towards a target. The spray cancels out all spells in effect upon that target if the magic points in the spray are greater than or equal to the total magic points invested in all of the spells affecting the target.

Deeper magic: those with a more profound knowledge of Cthulhu Mythos are able to affect more than one target—a fresh supply of magic points must be used for each target (consider the required number of magic points to cancel out any spell effect being spent for each target, so the caster must be able to draw upon more in order to negate effects affecting other targets).

Alternative names: *Will of Kuranes, Finger of Nullification.*

Siren's Song (Folk)

- **Cost:** 6 magic point; 5 Sanity points
- **Casting time:** 2 rounds

Through an enchanting song or melody the caster beguiles a target into believing that the caster is all that his or her heart desires. For the spell to take effect the caster must succeed in an opposed POW roll with the target: if successful, the target acts as if completely charmed by the caster—willing to act and say as the caster desires. If the target is compelled to undertake an action that would inflict harm on another whom the caster loves or upon the target him or herself, a second opposed POW roll may be called for.

The spell affects all who hear the song, with each person affected needing to win an opposed POW roll with the caster to be unaffected. The spell's effect lasts for 1D10 hours.

Alternative names: *Glamour, The Mermaid's Lullaby, Mental Receptivity.*

Skin of the Bear (Folk)

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** 1 month

Allows the caster to assume the form of a bear for a limited time. The caster must first hunt and kill, and then skin a bear. Over the course of a month the skin is ritually prepared and stuffed with straw in such a fashion that when worn it completely covers the caster's body. Thereafter, with the sacrifice of 4 magic points and 3 rounds of preparation, the caster can don the suit and be enveloped by the bear's form.

The skin is exceedingly difficult to control and requires practice. Three loops are sewn inside the left paw; they allow the wearer to walk, run, or turn. The bear form has MOV 12 and affords the wearer 3-point armor. The user gains a new skill Control Bear Skin, which starts at half DEX. Check the skill whenever the wearer wishes to perform a difficult maneuver (a running leap, for example, or an attack (one attack, dealing 3D6 damage). For every 15 minutes that the skin is worn, 1 magic point must be paid.

Note that there is an unchanging risk of 1% that the spirit of the bear will consume the wearer, who will forget their identity and become a roaming animal until death. Once the wearer finds that the skin cannot be removed, the transition to beast is made within hours unless some form of spirit dismissal can be successfully made.

Deeper magic: variant forms of this spell may exist reflecting cultural geographies. Wolf skin and elephant hide are two possibilities.

Alternative names: *Bear Form, Robe of Claws, Embrace of the Beast.*

Skin Walker

- **Cost:** 1D6+2 magic points; 1D4 Sanity points
- **Casting time:** 3 rounds

Causes a specified grave to open and the skin of the body within to rise, retain humanoid shape, and to follow some simple instruction. The Skin Walker may be commanded to attack, whereby it crawls onto the face of a target and attempts to smother him or her (use the drowning rules to determine if the target suffocates). To pull the smothering skin off, the target must successfully oppose the STR of the Skin Walker: if the target wins, he or she suffers 1D4 facial damage. If a Luck roll is failed, pulling off the malign skin tears the target's skin, causing the loss of 5 APP.

All human skins nominally have STR 60, but Keepers may raise and lower this value according to freshness or decrepitude of the corpse, whether or not it was embalmed, and the wetness or dryness of the grave. All other physical characteristics are 60, with POW 5. Sanity loss to view the Skin Walker is 1/1D6 Sanity points.

Alternative names: *Corpse Flesh, Creeping Flesh, Awaken Sheath of the Dead.*

Solar Gaze

- **Cost:** 8+ magic points; 2D4 Sanity points
- **Casting time:** 1 round

Causes the air to thicken and form a temporary lens, which intensifies the searing power of the sun. The caster recites a ritual phrase and 1D10 minutes later, the surrounding air grows dense and resolves into a lens above the target. Each

round, the lens causes 1D6 damage as the rays of the sun fry the target's flesh, which bubbles and burns, ultimately leaving a smoking, blackened carcass. For every 8 magic points spent, the spell's effects last two rounds.

The caster must target the spell on something or someone that they can see, with the lens following that subject around. Shelter from the sun will dampen the spell (going inside a deep cave would negate the spell's effects). The spell may only be cast in daylight and when the sun is at least partially visible (a Luck roll may be required).

The target should make a Sanity roll (1/1D6 loss), as well as any witnesses (1/1D4 loss). Those within 5 yards of the target also suffer 1D4 points of damage per round until they move away.

Alternative names: *Amaterasu's Gaze, Spite of Cthuggha, The Searing.*

Snare Dreamer

- **Cost:** 8 magic points; 1 Sanity point
- **Casting time:** 20 minutes

Calls and attracts a specific soul or spirit if it is currently outside its host's body (such as that of a dreamer). The caster and target must be within five miles of one another. For the spell to take effect the caster must succeed in an opposed POW roll with the target: if successful, the spirit is drawn into the presence of the caster and is subject to other spells, such as **Bind Soul** (page 41).

If the spirit evades capture, it wanders off. The spirit of the dreamer sees the caster and their location (though he or she may not recognize the location), and may remember the encounter as a particularly vivid dream.

Alternative names: *Soul Snare, Soul Fishing, The Trap of Endless Slumber.*

Song of Glissande (Dreamlands)

- **Cost:** variable magic points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. It produces a tiny huddle of silver needles just above the caster's outstretched palm; these play a sweetly chiming melody that lingers in the air for 1D6+1 rounds, echoing dreamily away. The number of magic points invested by the caster are multiplied by five for an opposed rolled against the INT of the intended target(s), who must be able to both see and hear the needles (be within 20 feet). If the target loses the opposed roll they are peacefully engrossed for the song's duration. After the first round, the caster may move away and the needles remain floating in place, fading slowly away. Anyone happening across the chimes while they play must attempt the same opposed roll. If a person engrossed by the chimes is shaken roughly or injured, they immediately snap out of their trance. This spell has numerous uses—slipping a few people past a guard, avoiding being mauled by a savage beast, or getting out of a fight with drunken sailors are just three possible examples.

Alternative names: *Enthralling Melody, Chimes of Distraction, Mollification.*

Song of Hastur

- **Cost:** 1D4+ magic points; 1D4+ Sanity points
- **Casting time:** 3 rounds

A hideous wailing ululation by the caster causes the skin and flesh of the target to bubble and fester into pestilential blobs. The target must be visible to the caster. Though everyone can hear the song, the spell affects only the desired target. This spell will only work if cast at night and only if the star Aldebaran is visible (best observed between Fall and Spring). The caster must succeed in a POW roll in order to correctly sing the alien melody. The caster expends 1D4 magic points and 1D4 Sanity points per round until either they stop the spell or their magical energies are spent.

Successfully cast, the spell causes the target 1D6 hit points damage per round the spell is active. After every two rounds, scarring reduces the target's APP by 3D10. After every four rounds, internal ruptures reduce CON by 3D10 points. When the target's CON reaches zero (or death occurs from hit point loss), the body swells up and then bursts with a sickening pop as steamy gore covers all nearby.

Deeper magic: the song can be used defensively to guard against another caster of this spell. Opposing castings neutralize one other.

Alternative names: *The King's Cry, Music of the Court in Yellow, Bring Forth the Festering Boil of Great Agony and Torment.*

Soul Extraction

- **Cost:** 10 magic points; 5 Sanity points
- **Casting time:** 24 hours

Allows a person's soul or spirit to be hidden, for purposes of protecting it, often within a clay pot. An elaborate and lengthy ceremony is performed centered on the object fashioned by the caster to hold the soul. The target of the



spell (if not the caster) must be present and consent to the spell (costing them 1D6 Sanity points) otherwise it will fail. Once complete, the target lives a normal life and benefits from a bonus die on rolls made to resist spells cast against him or her (i.e. those that require an opposed POW roll to take effect). Side effects, such as feelings of dislocation, may become apparent (and present as phobias or manias should the person suffer bouts of madness and insanity).

If an enemy should gain control of the soul's container, spells may be cast directly at it (negating any bonus die), with the effect that each spell delivers its maximum effects/damage.

Alternative names: *Hide Soul, Create Juju Pot, Counter Hex, Create Vessel of Comfort.*

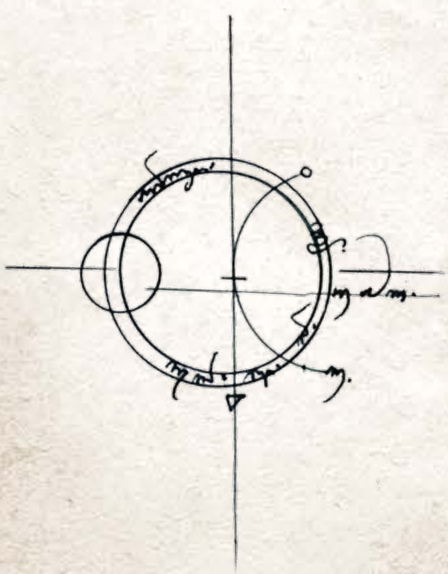
Soul Singing (Folk)

- **Cost:** 8 magic points; 1D4 sanity points
- **Casting time:** 2 rounds

Causes a single target to see and hear only that which the caster desires. The caster must play through a piece of music using enchanted pipes (see *Create Curse Whistle*, page 86). For the spell to take effect the caster must succeed in an opposed POW roll with the target.

Soul Singing is aimed at a single target who, seeing what the caster wishes, is usually led entranced to some doom or destruction. The target is released from the enchantment should the caster stop playing the melody. Others present cannot hear the tune unless they succeed in a Hard POW roll, whereupon a faint, non-directional piping of strange melodies is heard.

Alternative names: *The Melody of Hamelin, The Piper's Jig, Entrance Soul.*



Soul Stealer (Dreamlands)

- **Cost:** 24 magic points; 2D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. A silvery globe (about 6 inches in diameter) whips towards the target, passing through them, changes color, and returns to the caster (who must be within 30 yards). The globe created by this spell takes the victim's soul from their body. All the victim's INT and all of their POW but 5 points are taken into the globe. The target loses 1 Sanity point for each day that their soul is kept inside the globe. The globe's color varies with the beliefs and personality of the victim.

If the globe, which is as fragile as glass (once the victim's soul has been taken), is ever broken the victim's soul returns instantly to its original body. If the body is destroyed, the shock releases the spirit from its globe if it can win an opposed POW roll (using their normal full POW) against the caster. If the spirit is released when the body has already been destroyed, it may become a ghost or some such wandering spirit and may, in theory, attempt to possess a new host body.

The owner of the globe may communicate with the target by holding the globe and concentrating.

Alternative names: *Trap of the Soul, Diminish Enemy, Sphere of Denial.*

Soul-Trap

- **Cost:** 6 magic points; 5 POW; 1D4 Sanity points
- **Casting time:** 1 day to create talisman

Allows the caster to trap the soul of a target within a specially prepared talisman. Creating the talisman costs the caster 5 POW. The target must be wearing the talisman at the time of their death or the spell fails. If wearing the talisman, capture of the soul is automatic. Thereafter, the target's soul can be called forth by the caster with a few simple words.

The summoned soul takes the physical form it possessed in life, including clothes and accessories, like rings or watches. The spirit can be questioned or called upon to perform certain tasks, but if it refuses or is hostile, the caster needs to win an opposed POW roll to compel his or her bidding. Failing this opposed POW roll frees the soul, which quickly disappears. Summoned, the soul remains apparent for one-fifth of the caster's POW in rounds, and may be summoned again following the same interval.

Alternative names: *Bind Ego, Create Soul Stone, Mastery of the Dead.*

Opposite: Visions of R'lyeh by Goomi

Speak with The Waiting Dark (Call Cyaegha variant)

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** variable hours

Allows the caster to contact Cyaegha, the One in Darkness. It requires a special room or place be prepared, which must be devoid of all furnishings, coated in black paint or soot, and any windows or doors must be covered so no light can enter. In the center of the room the caster sits and intones the spell, requiring a successful Hard POW roll. Once the spell is begun, the caster sits quietly and stares into the darkness for several hours. If, at any time, light is allowed to enter the room, or the caster leaves, then the spell is broken and no contact will be made. After an unspecified amount of time an image of the huge green eye of Cyaegha will form in the center of the room, floating in mid-air (provoking a Sanity roll for 1D4/1D10 loss). At this point, contact is established (which may in and of itself lead to further Sanity loss).

Alternative names: *Petition the All-Seeing Eye, Ask of the One in Darkness, Converse with Lonely Shadows.*

Spectral Razor

- **Cost:** variable magic points; 2 Sanity points
- **Casting time:** 1 round

Creates an invisible blade that can be used as an offensive weapon. The spell costs 2 magic points per round to maintain the effect. The immaterial knife is used with the casters Fighting (Brawl) skill as if they were holding a real blade (i.e. the caster makes cutting and stabbing motions with the hand in which they are "holding" the immaterial knife). The magical blade inflicts 1D6 damage in successful attacks, can impale (but receives no damage bonus), and can damage creatures only affected by magical means. The spectral weapon cannot become stuck in the victim.

Should the caster go insane while wielding the spectral razor, the weapon takes on a life of its own, spinning out of the caster's hand and proceeding to fly about the area, randomly attacking those nearby. Attempts to dodge the blade are made with one penalty die; if the dodge is unsuccessful the blade automatically hits the target. The weapon will carry on in this fashion for 1D4+1 rounds before vanishing.

Deeper magic: a variant allows the caster to use the spectral razor as a ranged weapon; its reach being a number of yards equal to half of the caster's POW. The target must be visible. If the target is concealed behind obstacles or obstructions, the damage is done to intervening objects until the Keeper believes enough damage has been caused that the target is visible and vulnerable.

Alternative names: *The Razor's Tickle, The Cutting Hands, Song of Slicing, Rent and Waft.*

Spell that was Lost with Ib, The (Dreamlands)

- **Cost:** 24 magic points; 1D10 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. The caster makes an opposed POW roll with the target: if the caster succeeds, the target turns into a spider of SIZ equal to the target's original SIZ, with all of its legs broken. Witnesses to this transformation should make a Sanity roll (1/1D6 loss).

Alternative names: *none known.*

Spiral of Suth (Dreamlands)

- **Cost:** 12 magic points; 1D8 Sanity points
- **Casting time:** 3 rounds

This spell may only be cast in the Dreamlands. A greenish-white spiral of light is created, which slowly spins (MOV 1) toward a chosen target, which may be up to 100 yards away. The spiral creates a 3-foot-diameter circular hole in the target substance. The depth of the hole depends on the density of the substance targeted. The spiral will penetrate two feet of granite, five feet of wood, or six inches of iron. Any human who does not leave the path of the spiral as it creeps towards them is killed outright as it cuts a hole through their body.

Alternative names: *Creeping Slicer, Caustic Will, Corkscrew.*

Spirit Summoning

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 1D4 rounds

Contacts the dead. The caster must be in physical contact with something that was personal to spirit during their life, such as the favorite toy of a child, a memento from a special vacation, an object of deep sentimental resonance, and so on. Possibly, the caster is able to summon a spirit merely be sitting in a favored chair or room. In general, the longer dead the person, the more intimate the object needs to be.

Once in possession of such an object, the caster slides into a deep trance. The caster should invest as many magic points as desired. Multiply the magic points by five for a percentage value; the caster must roll under this value to

be successful in summoning the correct spirit. If successful, the caster will usually look up within a minute or two, their expression and attitude a mirror of the deceased person. Once the summoned spirit is in the caster's body, it will need a moment or two to adjust to its new home, attempting to control muscles and senses, then gradually remembering how to speak.

Others present at the summoning may take part in the "séance". As the caster sits to one side, all others in the room must join hands in a circle and each loses one magic point (added to those of the caster for the value to determine success). If at any time this circle is broken, the spirit will be free to depart.

Inhabiting the strange body is uncomfortable for the spirit, and it will usually ask to be released before long. A hostile spirit may be coerced into answering questions. The spirit cannot depart until the séance circle is broken, or it overcomes the POW of the highest individual in the circle in an opposed roll.

Deeper magic: calling forth the dead brings risks, and despite best intentions, sometimes something other than the desired spirit makes an appearance. Such situations may result in a different spirit possessing the caster, or even something from beyond (which may be a great deal more difficult to throw-out, should the entity decide it likes its new host body).

Note: if required, apply the rules for **Spirit Attacks and Possession** *(page 14) as necessary.*

Alternative names: *Séance, Commune with the Dead, Spiritualism, Channeling.*

Stability (Dreamlands)

- **Cost:** 6 magic points; 1D3 Sanity points
- **Casting time:** instantaneous

This spell may only be cast in the Dreamlands. Thin lines of energy radiate from the caster's body, keeping them anchored in place—no matter what their surroundings are doing. The spell acts as a perfect defense against the **Living X** (page 138) and **Sundering Hurler** (page 178) spells. The caster must expend 6 magic points, enabling the spell to remain in action for 1D6+2 rounds; the spell can be maintained at a cost of a further 6 magic points for another 1D6+2 rounds, and so on.

The enchantment holds the wizard steady when they are in a precarious position. It can even be cast when falling from a height, in which case it would suspend the caster in space until the spell ended (although, at that point, they would begin falling again). The spell resists forcible movement with a STR equal to double the caster's POW—note that if the STR is overcome by other magic (i.e. through an opposed roll), the Stability spell cancels out and the caster can be moved normally.

Alternative names: *Dependable Cohesion, Immovability, Preservation of Repose.*

Steal Life

- **Cost:** 15 magic points; 1D20 Sanity points
- **Casting time:** 1+ round

This devilishly cruel spell drains life from a victim to make the caster younger. The spell must be cast under a full moon and the target must be within sight and hearing of the caster. For the spell to take effect the caster must win an opposed POW roll with the target: if successful, the target begins to age and decay, with their innate life and vitality being consumed by the caster.

On each round after the spell is cast, the target loses 1D10 points each of STR, CON, DEX, POW, and APP. For each characteristic point drained from the target, the caster becomes a day younger. For example, if the spell leeches a total of 40 points from the target's characteristics, the caster would become 40 days younger. Meanwhile, the target withers; flesh turns grey and begins to flakes away until, at the full conclusion of the spell, the target has become a horrid dry husk (calling for Sanity rolls from witnesses for 1/1D6 loss). The caster may choose to end the spell at any point before the target dies—the victim's apparent condition obviously worse the longer the spell continues (pale skin, paper-like skin, withered and gnarled limbs, and so on). If the caster is slain before the target dies, the spell is revoked and the target's lost characteristic points immediately return to him or her.

Deeper magic: this spell may be cast at times other than on a full moon. In such an event, the caster does not gain the benefits of restored youth, but the victim still suffers and dies if the caster so chooses. If the spell is cast under a Hunter's Moon (the full moon following the autumnal equinox), the caster is able to leech the full maximum of 10 characteristic points per round (rather than roll 1D10) from STR, CON, DEX, POW, and APP.

A variant of this spell allows the caster to turn the characteristic points drained directly into POW points (1 POW point per 5 characteristic points drained).

Alternative names: *Leech Vitality, The Rite in Crimson, The Blasphemous Sacrament of the Five Cuts.*

Steal Life's Blood

- **Cost:** 20 magic points; 1D10 Sanity points
- **Casting time:** 1D6+1 rounds

Allows the caster to resurrect the dead by way of human sacrifice. The caster must win an opposed POW roll with a person to be sacrificed in the performance of this spell: if the caster fails, the sacrificial victim is unaffected but the caster suffers 1D10 points of reflected damage. If the caster is successful, all of the sacrificial victim's blood leaves their body and gathers in a ball, floating above them. Once all of the sacrifice's blood has been drained (taking 1D6 rounds), it flows through the air to cover and enter a corpse awaiting resurrection (prepared by the caster). Within 1D6 minutes the corpse is reborn. Witnessing this ritual calls for a Sanity roll (1/1D6 loss).

A significant side effect means that forevermore the reanimated corpse will have an unquenchable thirst for living blood.

Alternative names: *Life Through Blood, Rite of Exsanguination, Resurrection.*

Stop Heart

- **Cost:** 14 magic points; 2D6 Sanity points
- **Casting time:** 1 round

Causes the target of this spell to suffer a massive heart attack. While the spell takes but a single round to cast, the caster must have spent at least one day preparing the spell (during the week before the spell is cast). The preparation involves an intense ritual where the caster purges their mind and body. Once purged, the spell may be cast anytime in the following seven days. For the spell to take effect the caster must succeed in an opposed POW roll with the target, who must be in the caster's line of sight. If successful, the target loses 4D6 hit points and, if still alive, is incapacitated for 2D10 rounds.

Deeper magic: in a hideous twist to the standard version of this spell, the victim's still beating heart is summoned to the caster's hand (from a distance of up to 100 feet). Death is inevitable.

Alternative names: *Grasp the Beating Heart of the Unbeliever, The Bloody Hand, The Word of Death.*

Strike Blind

- **Cost:** 20 magic points; 1D8 Sanity points
- **Casting time:** 2 rounds

Causes permanent blindness. The target must be visible and be within 30 yards of the caster, who gesticulates and cries out a secret name of Nyarlathotep. The caster makes an opposed POW roll with the target: if successful, the target loses 1D10 Sanity points and 1D4+1 hit points as their eyes suddenly melt and flow from their sockets; an agonizing and painful process for the target. The target is now permanently blind.

Alternative names: *Sight of the Burrower, The Unsightly Melting, The Black Pharaoh's Curse.*

Stupefying Blast (Dreamlands)

- **Cost:** 16 magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. A chaotic blast of green and blue energy is sent up to 30 feet toward the spell's target, who must win an opposed POW roll with the caster or be struck deaf, blind, mute, and numb. Each hour after being struck by the blast, the unfortunate target may attempt an Extreme POW roll to remove the curse (curing them of all of its effects).

Alternative names: *Liken to Corpse, Benumb Thy Enemy.*

SUMMONING SPELLS

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 5 minutes per magic point spent, binding takes 1 round.

Such spells concern themselves with alien races and attendants, those monsters that commonly serve greater powers of the Mythos. The general procedures for these spells are the same, but conditions may vary from spell to spell. Knowing one such spell is of no use whatsoever in attempting to cast another. Often the summon and the bind portions of each spell are learned together, but this is not always the case. Foolish is the impatient wizard who only learns to summon and not to bind.

With a few exceptions (e.g. Summon/Bind Servitor of the Outer Gods, and others as noted) these spells require the sacrifice of 1 magic point per 10 percentiles chance for success. For example, 3 magic points gives a 30% chance for the spell to succeed. In general, for each magic point spent, the caster must spend five minutes chanting—the

SUMMARY OF MONSTER SUMMONING SPELLS

This list is not exhaustive.

Summon Baka: may be performed on behalf of a petitioner, who must be present with the caster when performing the spell. While the caster pays the spell's costs, a petitioner must also sacrifice 1D3 Sanity points. Paraphernalia and ritual for this spell will likely conform to the caster's cultural origins.

The baka (an "evil spirit") may grant a single "wish"—if the price is right. Negotiations with a baka are usually tricky; a successful Persuade roll confirms the payment terms that both parties understand and agree to. The baka fulfills the wish within 1D6 days and then returns to the supplicant to exact payment. The exact nature of the wish is subject to the Keeper's agreement and should be some simple task (scare someone, cause ill luck for 24 hours, steal an item, and so on). As for the price of the wish, this could be anything within the power of the petitioner to offer or do (steal something, harm someone, give away possessions, and so on).

Alternative names: *Petition Spirit of the Unseen World.*

Summon Brother of Chaugnar Faugn: diminutive versions of Chaugnar Faugn slumber in vaults below the Earth, to awake when the Great Old One once more strides the Earth. A bowl of fresh human blood and an open fire are required for success. The spell may be cast only on the night of a new moon. The blood is dripped gradually into the fire as a chant is uttered. With success, a lesser brother of Chaugnar Faugn is summoned (calling for a Sanity roll for 1/1D4 loss).

Deeper magic: a variant, which follows the same procedure but with an altered chant, summons a greater brother of Chaugnar Faugn (Sanity loss 1D3/1D8). Successfully casting the spell costs the caster an additional 10 magic points. Quite often due to ignorance, mixed-up texts, and general mischievousness, the differing variant spells become mixed up—leading to some sorcerers getting more than they bargained for.

Note: see Malleus Monstrorum *for further information about Greater and Lesser Brothers of Chaugnar Faugn.*

Alternative names: *Summon Child of Chaugnar Faugn.*

Summon Byakhee: a whistle must be blown during the chant. This spell is active only on nights when Aldebaran is above the horizon (October through March are the best months). The byakhee will flap down out of the sky, still icy from space.

If the whistle is enchanted, each point of POW in its enchantment adds +2 percentiles to the chance for success. Such a whistle may be used again and again.

Alternative names: *Call in to Service Thy Steed, The Melody that Brings the Journeyed.*

Summon Dark Young of Shub-Niggurath: brings a single dark young. A beast of at least SIZ 40 must be sacrificed. The summoner needs a knife to make certain ritual cuts in dispatching the beast. The spell should be performed outdoors, in a wood, during the dark of the moon.

Alternative names: *Evoke the Darke of the Forest, Knife Ritual of the Bleeding Bark.*

Summon Deep One: a single deep one is summoned. The spell must be performed by the sea during the hours of darkness. The caster intones a ritual and cuts their flesh (or that of a sacrifice) with a knife, allowing the blood to fall into the waters. If a deep one talisman is used, the caster gains +10 percentiles to the chance for success.

Alternative names: *Call Fish Brother, Blood Sacrifice of Hydra, Dagon's Command.*

Summon Dhole:this exceedingly rare incantation is thought to have been originally contained in the *Book of Eibon* (of which only a portion exists today). The spell must be chanted by a large group of people who each contribute 1 magic point. The caster spends as many magic points as they desire—note that each magic point invested (by the caster and supporting chanters) only provides one percentile to the chance of success (e.g. if the caster invests 10 magic points, and 30 supporters each supply 1 magic point, the total of 40 magic points equals a 40% chance of summoning success). The conditions for the spell are many and

SUMMARY OF MONSTER SUMMONING SPELLS

diverse, requiring rare ingredients, at least six hours of chanting, and other obscure and bloody components.

If the spell is successful, the number of magic points contributed by the group are then multiplied by five to determine the SIZ of the dhole summoned. Therefore, the size of the group will directly affect the SIZ of the dhole that is summoned. The dhole may be bound when it appears and remains controlled until the caster frees it (voluntarily, through a loss of concentration, falling asleep, etc.), and at that point it disappears. If the binding fails, the dhole attempts to eat everyone and then disappears. Of course, attempting to summon a dhole to Earth is possibly one of the most ill-advised things that anyone could do—even Eibon himself warned against such tomfoolery.

Alternative names: *Bring Forth the Great Devourer.*

Summon Dimensional Shambler: a single dimensional shambler gradually assembles itself out of thin air. The spell requires a dagger made from any pure metal, such as copper or iron (alloys like brass will not work). If the dagger is enchanted, the chance for success also rises by +2 percentiles per point of POW in the dagger. This spell may be cast day or night.

Alternative names: *Recitation to Bring the Wanderer, The Song of Copper, Bring Forth the Thing from Another Place*

Summon Fire Vampire: causes one fire vampire to swoop down from the sky like a skittering star. A bonfire or other source of flame is required. The spell may be cast only at night when the star Fomalhaut is above the horizon (September through November are the best times in moderately northern latitudes).

Alternative names: *Conjure the Glittering Ones, The Autumnal Call of Living Fire.*

Summon Greater Desh: the summoned desh bursts from the brain of a selected target. The spell may be cast at any human target within sight of the caster, or one detected using some other spell (such as **Sense Life**, page 167). The caster makes an opposed POW roll with the intended target: if successful, the greater desh emerges through a star-shaped opening in the target's head (killing them outright). Those witnessing the event should make a Sanity roll (1D3/1D6 loss).

If the target is able to win the opposed roll and resist the spell, the summoning fails; however, the target must make in a Luck roll: if failed, a permanent mental link is formed between the caster and target that lasts until one or the other is dead. Until then, the target experiences, in a dreamlike and fragmentary fashion, things the caster experiences and thinks about.

Deeper magic: a variant summons 2D6 lesser desh, but instead uses the brain of the caster as the gateway for entry. The desh emerge from small holes in the forehead of the caster as pale images, turning solid as they drop to the ground. For every three desh summoned (round down) the caster permanently loses 5 point of INT.

Alternative names: *Summon Thing from Beyond, Convoke Brain Eater, Beckon Creature of Nether Realms.*

Note: *see* Malleus Monstrorum *for further information about Greater and Lesser Desh.*

Summon Hunting Horror: a single horror appears headfirst, as though entering through a hole in the air. This spell may be cast only at night in the open air. If no alternate sacrifice has been prepared for the binding ritual it takes the caster and vanishes.

Alternative names: *Petition the Feasting Teeth, Utterances That Bring Forth the Twisting Devils.*

Summon Nightgaunt: a nearly silent swoosh of air comes then the single ghastly form of the blank-faced flying horror appears. To perform the summoning, a stone emblazoned with the cryptic Elder Sign must be present. The spell can be cast only at night when there is no moon.

Alternative names: *The Whispered Words of the Faceless Men, Conjure the Winged Shadow.*

Summon Servitor of The Outer Gods: a single servitor arrives amid haunting echoes of insane piping. The magic point cost is triple that of the standard summoning spell: for each three magic points sacrificed, increase the chance for success by 10

SUMMARY OF MONSTER SUMMONING SPELLS

percentiles (a result of 96–100 is always a failure). Each casting of this spell also costs 3D4 Sanity points. A flute is needed to cast this spell; if the flute is enchanted, it increases the chance for the spell's success by +2 percentiles per point of POW within the flute. Cultists are fond of performing this spell at any time that is especially unhallowed—typical nights would be Midsummer's Eve, Samhain, and Walpurgis Night.

Alternative names: *The Ritual Symphony of the Indescribable Ones, Recitation of the Maddening Piping.*

Summon Shoggoth: a single shoggoth emerges from the earth or ocean. The caster must work this ritual in darkness, in a wilderness area. Fresh blood from one or more sacrifices (equivalent to SIZ 100) should be poured into the dirt or ocean while the ritual of summing is spoken aloud. The ritual is very difficult to enunciate, as it includes series of glottal stops, interdental, palatal, and uvular sounds (possibly mimicking elder thing speech patterns) and requires a successful Hard Know roll the first time this spell is cast to ensure the correct vocalizations are made (thereafter, the Keeper may waive this requirement).

If the shoggoth is not immediately bound it will show great displeasure towards the caster and any others present.

Deeper magic: certain elder thing and deep one artifacts are thought to mimic this spell, allowing the artifact's controller to summon and command a single shoggoth or, possibly, a group of the loathsome horrors.

Alternative names: *Call Worker, Bring Beast of Burden.*

Summon Star Vampire: requires a book in which are written the words of the spell (loose pages or a scroll will also suffice). If the book is enchanted, the chance for success is increased by +2 percentiles per point of POW within the book. This spell can be cast only at night under a cloudless sky. Curious rustling sounds are heard once this invisible thing lurks nearby. The creature remains invisible save when its veins fill with blood from some visible creature.

Alternative names: *The Night Call of the Feasting Death, Chant of the Bloody Letters.*

greater the chance for success, the longer the spell takes to cast. A result of 96–100 is always a failure—a rolled result of 100 should always have bad consequences for the wizard concerned.

The caster also loses 1D4 Sanity points per spell cast, whether the spell succeeds or not.

If a success, one being appears per spell, 2D10 game minutes after the chant concludes. The thing appearing usually also requires a Sanity roll to be made in its presence.

As the Keeper wishes, the thing arrives bound or the Keeper may ask that the caster make an opposed POW roll versus the summoned being (see **Binding Spells**, page 41). With a success, the thing is bound; with a failure, it attacks the caster and then likely returns whence it came. Bound, the thing must obey one order by the caster, even to attacking its own kind, after which it is freed.

Summon Plague (Dreamlands)

- **Cost:** 20 magic points; 2D10 Sanity points
- **Casting time:** 1 hour

This spell may only successfully be cast in the Dreamlands. Causes disease-infested rats and insects to swarm over an area, spreading a terrible plague. If bitten or stung, a victim automatically contracts the plague, its first symptoms appearing in 1D3 days. The victim loses 1D20 CON every day thereafter until the victim dies or is cured. All skills drop by ten percentiles daily.

An infected dreamer may be cured with a successful Medicine roll, regenerating all lost CON points overnight (as well as skill points). Although surviving the plague makes one immune to further infections of the same disease, the spell produces a different disease with every use, rendering immunity to this magic unlikely.

The first disease-carrying creatures appear in 2D10 minutes, followed by additional hordes over the next 2D10

hours. The first day the affected area has a diameter of one mile, this area increasing by an additional mile per day until the plague bearing creatures die out in 2D6 days, or the plague is somehow banished. Summoned plagues are not contagious; the disease can only be transmitted by the bite of an insect or other animal. If an infected dreamer wakes before dying he or she is cured and shows no symptoms of the disease on their next visit to the Dreamlands.

This summoned plague may be banished by successfully casting this spell in reverse; however, those already infected must still be cured with Medicine or face a lingering death.

Alternative names: *The Pestilential Swarm; Scourge of Death.*

Sundering Hurler (Dreamlands)

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** instantaneous

This spell may only be cast in the Dreamlands. The caster must be within 10 yards of the target. A wave of irresistible force sweeps the target through the air, depositing it (or him or her) more or less gently at a distance equal to 8 yards per magic point expended. The target lands with 10% inaccuracy (i.e. for each 100 feet traveled, it is up to 10 feet off in some direction upon landing).

Alternative names: *Shift, Displacement, Transport.*

Swelling Torment

- **Cost:** 3+ magic points; 3D6 Sanity points
- **Casting time:** instantaneous

A magical attack that expands the target's brain tissue, causing intense pain. The caster must be able to see the target and win an opposed POW roll. If successful, waves of pain cause the target to become incapacitated, while blood pours from their ears, nose, and eyes—it feels as if their brain is about to explode. The target also suffers 1D3 damage. The spell can be prolonged by the caster concentrating on the target (to the exclusion of everything else) and expending a further 3 magic points per round.

Permanent brain damage is possible. If the spell is sustained for three rounds (and for each consecutive set of three round thereafter) the target must make a POW roll: if failed, the target permanently loses 5 points of INT.

Should the target be reduced to zero hit points, their brain liquefies with a sickening squelch and pours out as a grey-red soup from their noses and ears—witnessing this horror provokes a Sanity roll (0/1D4 loss).

Alternative names: *Assault of the Intellect, The Red Torment.*

- T -

Telepathy

- **Cost:** 2 magic points; 1 Sanity point
- **Casting time:** instantaneous

Allows the caster to non-verbally communicate directly with another person's mind. The caster may speak to up to three others if all are within visual range (the communication is one-way, from caster to receiver). Further people can be affected with this spell with the additional cost of 1 Sanity point and 1 magic point per three extra people. The spell lasts for 2 rounds (which may be extended by expending another 2 magic points).

An unfortunate side effect of this spell means that should the caster lose Sanity points while the spell is in effect, the same Sanity loss is communicated directly to anyone in mental contact with the caster (automatic Sanity loss).

Deeper magic: if the caster knows the desired target very well (has had a long, personal relationship) then the telepathy is not limited by visual range. In this situation, the spell affects only one person at a time.

Alternative names: *Convey Message, Transference of Will, Cerebral Conduction, Thought Projection.*

Temporal Rip

- **Cost:** 6 magic points; 1D4 Sanity points
- **Casting time:** instantaneous

Rips the target outside of space-time. To others, the target appears frozen, surrounded by a jagged darkness through which can be observed the void of space and the dead light of ancient stars long extinguished. The target must be within the sight of the caster, who uses somatic hand gestures while speaking the names of dead alien gods. The caster can maintain the spell at no additional cost, provided the caster can maintain concentration and the somatic hand gesturing (the breaking of which cancels the spell). While others may see the target frozen in star-lit darkness, they cannot touch or in any way interact with him or her (the target's image could be considered an after-image burned on the fabric of reality—when the spell ends, the target actually physically returns).

When released, the target returns to normal space-time feeling sick and weakened for 1D4 rounds (all skill and characteristic rolls are performed with a penalty die), in addition movement is halved. The target cannot recollect the period they were outside of space-time and they have no knowledge of any time having passed.

Playing with the fabric of the universe should not be attempted lightly. Both the caster and the unfortunate target of this spell may inadvertently come to the attention of the hounds of Tindalos: each time the spell is cast there is a 1% chance that a hound becomes aware of both the caster and the target. Each time the spell is cast by the same sorcerer the chance of contact with a hound grows by one percentile.

Alternative names: *Star Prison, Tethers of the Void, Cease to Exist.*

Throth's Stalwart (Dreamlands)

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. When the caster performs this spell, they radiate a subtle glow and their physicality throbs with puissance. For the duration of the spell (2 rounds) their STR, CON, and DEX are doubled (increasing damage bonus, build, and hit points). The spell may be maintained with the expenditure of 6 additional magic points.

Alternative names: *Mighty Vigor of the Titan, Increase Potency.*

Time Gate

- **Cost:** variable POW
- **Casting time:** 1 hour per 5 POW spent

Creates a Time Gate to the future or to the past. The spell resembles the **Gate** spell (page 120) but costs POW for the number of years traveled rather than the number of miles journeyed. Use the **Time Gate Creation and Travel Costs Table** (page 180) as a guide to determine POW and magic point costs (the Keeper should adjust values as needed). The spell only yields a time approximate to that desired, though once a Time Gate is created the exact interval between "now" and "then" remains the same.

Deeper magic: the sorcerer is, through the use of diabolical symbols and chants, able to create multi-pathway Time Gates—thus one door may lead to more than one distant time or future. Only the caster knows which path leads to which time on entering the Gate. Those foolish enough to use the Time Gate unassisted by the caster will be unable to determine the correct path and could arrive at any of the times the Gate is keyed to (roll randomly). The process of creation remains the same (see page 180).

Alternative names: *Create Time Warp, Temporal Vortex.*

Time Trap

- **Cost:** 100 magic points; 1D6 × 5 POW; 1D8 Sanity points
- **Casting time:** 6 hours

A creature or person is transported through time to the caster. The ritual involves 6 hours of uninterrupted meditation and a large quantity of human blood. To cast the spell, the caster must be able to visualize the target in its normal setting—for creatures of the past or future, this requires that the caster have access to a device that sees into the future or the past. The caster makes an opposed POW roll with the target: if the caster is successful, the snared creature appears anywhere within five miles of the caster, always on the surface of the Earth. At that point the target is free and functions normally, though it is trapped in a new time. A creature requiring alien atmosphere or other absent conditions may well die before it can be recovered.

The spell is one-way. The trapped creature cannot use the spell to move itself up or down the time-stream. Per casting, only one creature is trapped. The spell only works through time, not through other dimensions.

Alternative names: *Chronological Dislocation, Extract Beast.*

Touch of Decay

- **Cost:** variable magic points; 1D6 Sanity points
- **Casting time:** 1 round

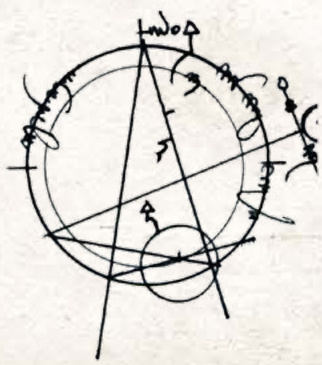
Causes objects touched by the caster to rapidly age. The caster channels the power of Tulzscha, which has the effect of covering one of the caster's hands in glowing green flame. If targeting an inanimate object, the object ages 10 years for every magic point invested. This aging is so rapid that it has dire effects on the object, as if it was aging in the worst of possible conditions: wood warps, metal rusts, stone crumbles, glass shatters, but plastic and rubber are immune to the effect.

The amount of time required to rot away a specific item is determined by its constituent material; for example, a doorknob will break in 40 years, wooden boards will rot in 70 years, bricks will crumble in 100 years, and an iron bar will snap in 140 years (at the discretion of the Keeper).

If this spell is used on a living being, multiply the amount of magic points invested by five, using this value in an opposed roll versus the target's POW. If the caster succeeds, the target will rapidly age five years for every magic point spent. In addition, the target loses 5 points from a random characteristic for every 5 years of aging: roll 1D4 to determine the affected stat: 1 = STR; 2 = DEX; 3 = CON; and 4 = APP.

TABLE 2: TIME GATE CREATION AND TRAVEL COSTS

POW (Gate Creation Cost)	Magic Points (Gate Travel Cost)	Distance in Time (Forward or Back)
5	1	1 hour
10	2	1 day
15	3	1 week
20	4	1 month
25	5	1 year
30	6	10 years
35	7	100 years
40	8	1,000 years
45	9	10,000 years
50	10	10,000,000,years
55	11	100,000,000 years
60	12	1,000,000,000 years
65	13	10,000,000,000 years
70	14	100,000,000,000 years



Once the spell is cast, it remains in effect until the caster chooses to end it. While the spell remains, each round the spell consumes 1 magic point and whatever the caster touches ages 10 years (5 for living things)—the caster may invest more magic points per round (which should be declared upon their action). Once magic points are depleted, hit points are burned instead, which could cause the death of the caster if they, for some reason, are unable to cease the spell.

Alternative names: *Hand of Tulzscha, Finger of Corrosion, Entropy's Gift.*

Trance

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** 1 round

The caster sings a tuneless, mirthless melody, oddly fascinating to hear. Those who hear this alien music stand motionless and unable to act while the caster sings, unless they succeed in an opposed POW roll with the caster (which means they can no longer be affected by this casting; may be attempted once per round). The spell's duration is one round, which may be extended by paying an additional magic point per round. May only be cast initially at one target, and the caster must be within ten yards of the target, who must be able to hear the caster. If the caster extends the spell, one additional person may be ensnared by the melody in each round after the first, although this also increases the cost by 1 magic point per person per round.

Alternative names: *Fascinating Melody, Hymnal of Stupefaction, Song of the Transfixed.*

Transfer Body Part

- **Cost:** 10+ magic points; 5 POW; 1D10 Sanity points
- **Casting time:** 1 hour

Allows the caster to transfer a body part between two bodies. There is no requirement that organs or limbs be interchanged. If a subject is unwilling, the caster must succeed in an opposed POW roll. The spell includes an enchantment to produce a magical thread used to sew the transferred body parts. While most limbs require the investment of 10 magic points, more complicated transfers carry heavier costs (thus, at least 20 magic points for two legs, 100 magic points to transfer a brain and head). If one of the subjects is a corpse (i.e. the caster wishes to transfer the corpse's hands to a living subject) then the cost increases from 5 POW to 10 POW.

To return an original body part to its original owner (after having transferred it through this spell) requires casting the spell **Detransference** (page 95).

Deeper magic: the Brotherhood of the Skin, masters of this spell, stake out particular victims for prize pieces of anatomy, such as an athlete's legs, a boxer's fists, a diver's lungs, a pianist's hands, etc. The many vile variations inherent in this spell need not be detailed.

Alternative names: *Collection of the Flesh, Skin Trading.*

Transfer Organ

- **Cost:** 13 magic points; 5 POW; 1D8 Sanity
- **Casting time:** 1 hour

Permanently replaces any human internal organ with its equivalent from another human, with the exception of the heart, which it cannot be moved or traded. A living donor must be at hand—it is inconsequential whether or not the donor agrees to the procedure. If they are aware, both donor and recipient should make a Sanity roll (1D8 loss)—if the donor is unaware of the procedure but later learns about their part in it, they lose 1D10 Sanity points.

A paste is made of blood from both participants, mixed with a little chameleon saliva. The donor, receiver, and caster are then surrounded by a group who link hands and recite an ancient poem: exactly 63 magic points are drawn in near equal amounts from each chanter and the caster (this energy keeps the subjects alive during the procedure). Using the paste, the caster draws a symbol of the organ to be transferred on the respective bodies of the participants. After an hour of meditation and visualization, the caster delves his or her hands into the donor body where the symbol is marked. Pinching off major vessels and connecting tubes between thumb and forefinger, the organ is lifted out and placed on a circular stone table. This is repeated for the other person, and then the organ is installed in its new body and sewn into place. Whether the donor is fortunate enough to have their swapped organs replaced (and so being allowed to live) is determined by the whim of the caster.

Alternative names: *Bodily Manipulation, Steal Flesh.*

Transfer Soul

- **Cost:** 20 magic points; 10 POW; 1D20 Sanity points
- **Casting time:** 1 hour

This foul spell takes the soul from one living body and places it in another body. The caster places their left hand

on the body housing the soul to be transferred and their right hand on the target body. An assistant then murders the person whose body is to be stolen; ritually suffocating the unfortunate until dead. With the target body's spirit removed, the caster then transfers the soul to its new home, which revitalizes the corpse, bringing it to life.

The soul's new body will have the INT, EDU, and POW of the soul transferred, but all other characteristics are that of the donor body.

Note that investigators attempting this spell must fail a Sanity roll in order to perform the act of cold-blooded murder.

Alternative names: *Breath of Life, Rite of Longevity, Through Death is Life.*

Transformation

- **Cost:** 13 magic points; 1D8 Sanity points
- **Casting time:** 1 round

Enables the caster to transform into a semblance of one of the hideous avatars of Nyarlathotep. By invoking the secret names of the Crawling Chaos while drawing blood from five cuts on their body, the caster completes the spell. Immediately, their skin blackens, limbs twist, and their body swells up to four times its original size. The head slips open, flowing into a slack maw full of needle-sharp teeth. The transformation is unstable, lasting for 1D10+1 rounds and then the caster's body reverts to its natural form.

The caster's combat capabilities, movement, and other applicable skills while transformed are akin to the avatar of Nyarlathotep they are embodying. The Keeper should refer to the original avatar's characteristics, which in the main can be used "as is" or reduced as deemed appropriate by the Keeper. Note that the spells and spell-like abilities of the original avatar do not become possessed by the caster, and certain characteristics, like hit points, remain at the level of the caster's original body.

Deeper magic: variants of this spell concern themselves solely with a particular avatar.

Indiscriminate casting of this spell is liable to draw the attention of Nyarlathotep—an entity unlikely to take kindly to those imitating its many forms. The Crawling Chaos has many curses and unwholesome bargains to choose from, should someone misuse its many names.

Note: *a range of Nyarlathotep's avatars are described and detailed in* Malleus Monstrorum.

Alternative names: *The Messenger's Form, Nek'Tristo Formula, Cry of the Bloated Woman, Visage of the Faceless God.*

- U -

Unmask Demon

- **Cost:** 5 magic points (per participant); 1D4+1 Sanity points (per participant)
- **Casting time:** 3 rounds

Through arcane gesticulation and word, this spell destroys any magical disguise used by a living target. The spell requires the participation of a group of at least three people who chant clearly and rhythmically while their leader breaks a raw unfertilized egg on which has been drawn an image of the target. For the spell to take effect the caster must succeed in an opposed POW roll with the target: success allows the participants in the spell to see the real identity of the target when next viewed. Sanity may be lost when the target's true form is thus revealed.

Alternative names: *Serpent Show Thyself, The Chant of Seeing, Lift the Veil.*

Unspeakable Promise, The

- **Cost:** 2D8 Sanity points
- **Casting time:** 1 hour per Sanity point lost

Establishes a binding oath to He Who Is Not To Be Named. In return, Hastur grants the caster some benefit—a plausible gift may be an important ancient tome, such as the *R'lyeh Text*, the yearly award of 15 POW for the rest of the recipient's life, or an increase in the Cthulhu Mythos skill. Additionally, however, there is a non-cumulative chance of 2% per year that the caster transforms into a gruesome humanoid monster totally under Hastur's sway—the Keeper creates the monster's characteristics and the being comes under the Keeper's control.

Alternative names: *The Yellow Gift, The Unbreakable Vow to He Who Is Not To Be Named.*

Utterance of Bile

- **Cost:** 6 magic points; 1D4 Sanity points
- **Casting time:** instantaneous

A curse causing the spell's target to vomit a torrent of foul smelling, green-black bile. The caster, who must be able to see the target, calls out the name of one of Shub-Niggurath's one thousand young. With this, the target is permitted a Hard CON roll: if failed, they succumb to the spell and begin to extrude bile from their mouth and other orifices. The unfortunate target loses all actions (save the

ability to Dodge) for 1D4+1 rounds and any wishing to attack him or her gain a bonus die to their attacks. The bile is so foul that its smell alone may cause others nearby (within 10 feet) to vomit—call for CON rolls to determine who succumbs.

Alternative names: *The Mother's Milk, Rancor of Shub-Niggurath, The Disgusting Oozing.*

- V -

Vanish (Gate Boxes variant)

- **Cost:** 5 magic points; 1 Sanity point; (10 POW one-time cost)
- **Casting time:** instantaneous

The caster vanishes in a puff of smoke, to reappear in a prepared location. The location is defined by creating a single **Gate Box** (page 120). Once the box is prepared, the caster sacrifices 10 POW (a one-time cost) and places elements of their body inside the box (such as blood, teeth, or nails); if these elements are removed and the box purified, the spell will not work, requiring the sorcerer to prepare the box one again (and repay the cost).

When a certain phrase or gesture is performed, the caster is immediately transported to inside the Gate box, wherever it may be. The location of the Gate box might be as far as several hundred miles distant. Presumably the box could be moved without the sorcerer's knowledge—a surprise on their arrival! Each time the caster travels in this manner it costs 5 magic points and 1 Sanity point.

Alternative names: *The Wizard's Exit, Return Thee to Safety, Bodily Evaporation.*

Venomous Glance

- **Cost:** variable magic points; variable Sanity points
- **Casting time:** variable rounds

A spell known by serpent folk and devotees of Yig that causes a target to suffer as if bitten by a venomous snake. Requires the caster to have some part of a poisonous snake as a focus (a fang, rattle, or skin); for obvious reasons, serpent folk casters need no such focus.

The caster must be within 30 yards of the target. Magic point cost is variable: 5 magic points generates a Mild poison (1D10 damage); 10 magic points generates a Strong poison (2D10 damage); 20 magic points generates a Lethal poison (4D10 damage). Sanity loss and casting time (in rounds) is equal to half the number of magic points expended.

For the spell to take effect the caster must win an opposed POW roll with the target: if the target successfully resists, he or she takes only half the damage (determined by the poison's severity). Failing to resist, the target takes full damage at a rate of 1 hit point per minute or 1 per hour (whichever rate the caster desires). As the damage is magical in nature, it cannot be further reduced by a CON roll (as per standard poison rules). To all appearances the victim exhibits the classic symptoms of a deadly snakebite: shortness of breath, sweating, chills, swelling or blistering of the skin, and so on.

Deeper magic: serpent folk may use a variation of the spell, causing snakes to burst from the ground and leap upon the target, their fangs digging deep into flesh, where they remain until the target is dead.

Alternative names: *Doom of Vipers, Bitter Discourse, Rancor of Yig.*

View Gate

- **Cost:** variable magic; variable Sanity points
- **Casting time:** 3 rounds

When cast at a suspected **Gate** (page 120), this spell allows the caster to see what, if anything, is on the other side of the Gate without having to go through it. Viewing is a variable cost, half of the Gate's magic point cost (round up fractions). Thus a Gate costing 8 magic points to pass through requires 4 magic points and 4 Sanity points to view through. The viewing lasts 1D6+1 rounds. If there is something horrific to see, additional Sanity loss may be required for each viewer. Viewers may attempt appropriate skill rolls to learn where, when, or what is being viewed.

Alternative names: *Transport Mind's Eye Through Portal, Many Seeings, Vision of Destiny.*

Viridian Wind (Dreamlands)

- **Cost:** 18 magic points; 1D6 Sanity points
- **Casting time:** 4 rounds

This spell may only be cast in the Dreamlands. A translucent, pale green breeze blows from the caster toward a target area, which can be up to 30 yards away and up to 3 yards in diameter. Everything in the path of the breeze is frozen solid, including living beings that cannot leave the vicinity. The freezing process takes 2D6 rounds to complete, so creatures may (if able) move out of the area



NIELS-VIGGO SCHOU, AGE 36

Occupation: Ex-solder (engineer), Archivist and Antiquary
Residence: Arkham, Mass.

STR 45*	**CON** 80	**SIZ** 40
DEX 60	**INT** 75	**APP** 55
POW 85	**EDU** 75	**SAN** 48
HP 12	**DB:** 0	**Build:** 0
Move: 9	**MP:** 17	

**A rare spell enables his STR to be temporarily raised to 85 for 1D6 rounds (DB +1D4). This muttered incantation takes 1 round to perform and costs 1 MP and 1D3 SAN.*

Combat

Brawl	55% (27/11), damage 1D3
.32 revolver	45% (22/9), damage 1D8
Dodge	35% (17/7)

Spells
As the Keeper desires.

Skills
Appraise (Book) 45%, Arabic 30%, Credit Rating 45%, Cthulhu Mythos 25%, Cuneiform 10%, Danish 80%, English 60%, French 20%, German 70%, Greek 30%, History 50%, Intimidate 30%, Latin 50%, Library Use 80%, Natural World 40%, Occult 80%, Persuade 60%, Psychology 15%, Sciences: (Cryptography) 30%, (Engineering) 60%, (Mathematics) 60%, (Physics) 40%, Spot Hidden 60%.

Backstory
- **Description:** thin, somewhat gaunt face, piercing eyes.
- **Ideology:** knowledge is power.
- **Traits:** secretive, inquisitiveness, blind pursuit of magical knowledge.

Born in Skaerbaek, Denmark, Schou is a veteran of the Great War trenches. He was drafted by German forces, who occupied southern Denmark, and spent the war working as an engineer. While he kept life and limb together, his mind was immeasurably weakened. Despite such trauma, Schou's service allowed him to visit the forgotten medieval hamlets of France where he lost himself in dusty old tomes of antiquity. What he learned in those books enabled him to sustain his life in spite of the mortal dangers around him.

After the war, Schou moved to America where he began to research and compile magical incantations; meticulously translating, transcribing—and testing—those he found interesting. This work soon became a mania, a way to preserve these magical rites for posterity. This work has taken a toll, although his cloistered lifestyle tends to hide this from those closest to him. Slowly, he is being "converted" into something akin to a living grimoire, with his mind (unknown to him) being a repository for spells far darker than he realizes.

Nowadays he spends most of his days in a small garret apartment near Miskatonic University—where he works as a part-time archivist, making use of the various libraries to further his studies. Those around him are unaware of the secrets he holds and the power he can wield.

Schou views magic like that of a man saved from drowning by the hand of his savior. His willful pursuit of knowledge has made him blind to the inherent danger—he remains sublimely unaware of the threat he faces. Ultimately, he is ignorantly grooming himself to become a portal for a fearsome Mythos entity (as yet unspecified). Perhaps one day soon his inquisitiveness may open up a new vista of understanding, a new perspective, which may provoke him into realizing the danger he faces. Perhaps then he will seek the help of others. In the meantime, he could be a remarkable resource for any investigators wishing to learn about magic (and possibly a handy spell or two). The only price he charges being that the investigators must commit the spell to memory.



Opposite: Niels-Viggo Schou by Jonathan Wyke

of effect before they are frozen solid. Being a dream, it is left to the Keeper to determine if a frozen person remains alive (able to be thawed out) or whether they are dead.

Alternative names: *Bone Chill, Gust of Solidifying Wind, Benumb.*

Voice of Ra

- **Cost:** 6 magic points; 1D4 Sanity points
- **Casting time:** 2 hours

Temporarily increases the caster's APP and certain related skills. A ritual is required where a variety of components are burned. For the next 24 hours, the spell grants +5D10 APP to the caster, and grants one bonus die to the caster's Charm, Fast Talk, and Persuade rolls.

Deeper magic: an inversion of the spell may be cast, reducing a target's APP by −5D10 points, the loss of 1D4 Sanity points, and causing a penalty die to Charm, Fast Talk, and Persuade rolls for 24 hours.

Alternative names: *The Handsome Visage, Imbue the Confidence of the Fox, Glamor.*

Voice Thoughts

- **Cost:** 1+ magic point; 1+ Sanity point
- **Casting time:** instantaneous

Allows the caster to vocalize their thoughts and have them originate from another source in their immediate area (within 20 feet) other than their own mouth. Every four sentences cost 1 magic point and 1 Sanity point.

Often used to distract or confuse an opponent; the target might be required to succeed with a Hard INT roll or be distracted by the voice (possibly suffering a penalty die to their next action if in combat or an otherwise tense situation).

Alternative names: *Silent Articulation, Vocal Mask.*

Voorish Sign

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** 1 round

An ancient and powerful hand gesture used by wizards that benefits the casting of other spells. It may lessen the cost, reduce the casting time, or increase the effect a little, depending on the spell in question (the precise benefit is determined by the Keeper). The Voorish Sign must be cast in the round preceding the spell it is enhancing.

The Voorish Sign is also rumored to temporarily ward against Mythos monsters—such creatures are wary of the sign and may hold off an attack until the wizard's intentions are known.

Alternative names: *Sign of Power, Cunninge Pass.*

Vortex of Far Journeying (Dreamlands)

- **Cost:** 16 magic points; 1D8 Sanity points
- **Casting time:** 6 hours

This spell may only be cast in the Dreamlands. A black vortex appears before the caster, from which a dismal voice calls forth, asking the caster where they wish to be taken. Upon receiving an answer the vortex rushes upon the caster, collapsing to nothingness and taking the caster with it. The vortex can carry the caster to anywhere in the dream universe, taking only a few minutes to do so.

If the caster does not know where they intend to go, the vortex cannot convey them. Thus, "To the dark side of Earth's moon," would be acceptable, whereas "Wherever they've taken Jack" is insufficient, and the vortex would ask for clarification.

There is a danger to using this spell. Once the vortex enfolds the caster an opposed POW roll is made versus the caster (the vortex has POW equal to 4D10 × 5): if the caster fails to win the roll, he or she is never seen again. No living human magician knows what happens to the people that are carried off, but it is surmised that they are taken to some other dimension altogether. It is not even known if each spell summons a different vortex or if there is only one vortex of varying strength.

Alternative names: *Spiraling Darkness of Many Transportations, The Black Gyre.*

- W -

Waking Slumber, The

- **Cost:** 5+ magic points; 5+ POW; 2D3 Sanity points
- **Casting time:** 2+ hours

Temporarily breaks down the barriers between the Waking World and the Dreamlands, causing the two dimensions to coexist in the same time and place in a limited area.

The spell requires a set of icons or stones inscribed with glyphs relating to Yibb-Tstll, and imbued with sacrificial human blood (SIZ 100 equivalent). The caster plus any supporters perform a chant to activate the dimensional

transference. Each supporter contributes 1 magic point, while the caster may invest as many magic points as desired (5 minimum). Each 5 magic points invested provides a 1-percentile chance of success; thus, if 40 magic points were spent, the chance of spell success is 8%. If successful, the caster must also expend 5 magic points and 5 POW for every minute they wish the juxtaposition of dimensions to last.

The area affected is approximately 200 yards squared. Those inside the area will notice a strange purple tint to the light (natural or otherwise), which makes the air shimmer. Creatures of the Dreamlands can see, hear, and interact with the Waking World, and vice versa, which presents both possible benefits as well as dangers. Those leaving the affected area disappear as if they have stepped through a door. Apply Sanity losses accordingly.

Alternative names: *Manifest Realm of Dream, Conjoined Totality, Bring Sprites of Fancy.*

Wandering Soul

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 5 minutes

Allows the caster to send forth their consciousness (mind's eye, soul, or spirit) to view a location while they sleep or meditate. Thus, the caster may scry their enemies and view matters far away. Usually a specially prepared drink is consumed, although some wizards use mediation to enter the proper state required for their consciousness to journey outside of their body.

The dream-like vision reveals information readily observable. The caster's mind cannot interact with what is seen in any way—it cannot open boxes or books, and so on. The caster must know the location they intend to view, or at least must know the approximate area. The caster wakes 2D6 hours later with a sense of exhaustion, having spent all but one magic point.

An entity possessing POW 100 or more can see and identify the scrying mind while the spell is in effect (the consciousness carries the appearance of the caster and cannot be disguised), while those with POW 75 or above have the uneasy feeling of being watched.

Alternative names: *Travel of Mind's Eye, Journey to Other Places, Spy Thy Enemies and Things Far Off.*

Ward of Anubis

- **Cost:** 10 magic points
- **Casting time:** 5+ minutes

Wards a room or location and informs the caster if anyone intrudes past the ward. The spell requires a number of small stones, each inscribed with a mark of Anubis (often linked to Yog-Sothoth), and each must be enchanted with 10 magic points (these can be prepared in advance). The stones are then placed around the edges of the area to be warded and 10 magic points are sacrificed to activate the ward. The ward continues for as long as the stones stay where they are; if the stones are somehow destroyed or defaced the ward is broken; however, the stones are reusable for later recasting of this spell if undamaged and retrieved by the caster.

If any of the stones are disturbed or crossed, the caster is mentally warned of the intrusion. At that time the caster may expend a further 10 magic points to obtain a brief vision of the intruder.

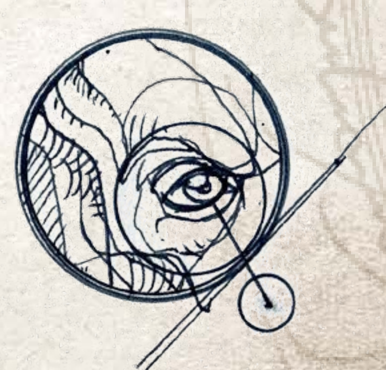
Alternative names: *Favor of the Advocate of the Dead, Stones of Anubis, Dead Stones.*

Warding

- **Cost:** 1 magic point per stone
- **Casting time:** 5 rounds

A number of ordinary white stones are placed on the ground as the caster pleases, except that each must be within a yard of one another. When cast, a shimmering heat haze can be seen over the stones. Thereafter if any stone is moved or touched, the caster will be aware of the fact, even if asleep until then. Once this has occurred, the spell is broken.

Alternative names: *Stones of Safekeeping, Leave Thy Burden to the Rock, Circle of Protection.*



Warding Sign

- **Cost:** 1 magic point
- **Casting time:** instantaneous

A special hand gesture that can be performed when entering a magically guarded area, such as a tomb or secret chamber, to ward off those who guard the location. If the signal is made properly, requiring the caster to win an opposed POW with the guardian, the caster will be ignored. The definition of a guardian is determined by the Keeper, but does not include human guards (unless they have been magically coerced to guard the place).

Alternative names: *Sign of Kosh, Walk Unseen.*

Warding the Eye

- **Cost:** 2 magic points
- **Casting time:** 1 round

This spell protects one person from the **Evil Eye** (page 113). The casting involves a number of complicated hand gestures, which may be made in advance or once the Evil Eye has been cast. Like the Evil Eye, this spell expires at midnight.

Alternative names: *The Benighted Eye, Blessing of the Romanyii, Gisli Gama Djill.*

Warmth of Mind

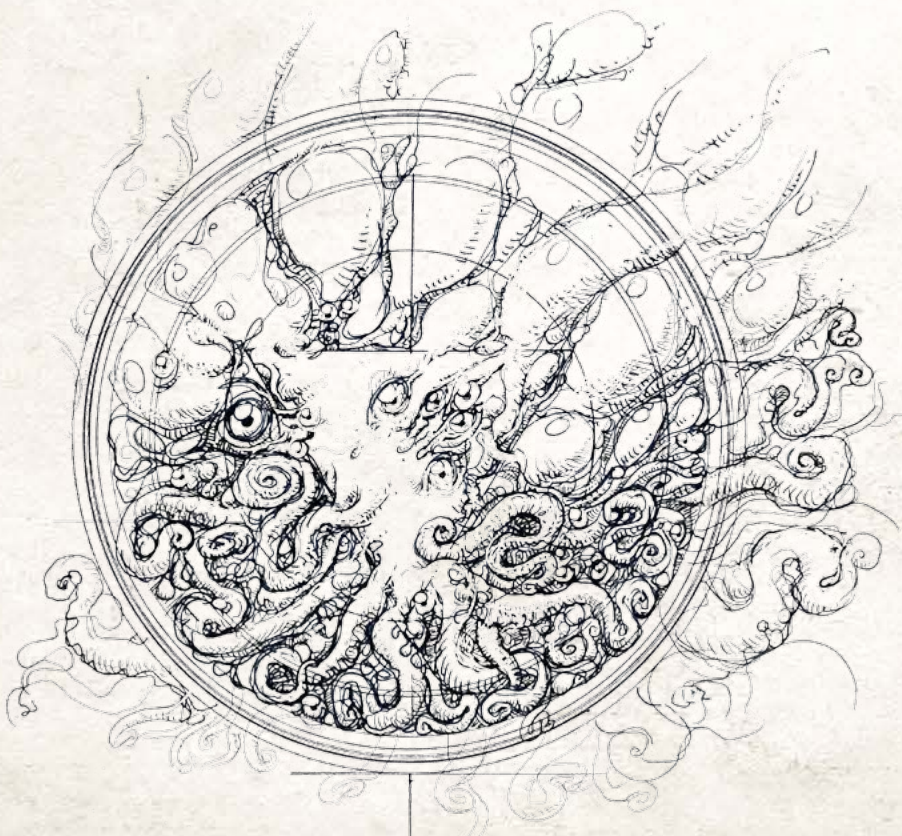
- **Cost:** 2+ magic points; 1 Sanity point
- **Casting time:** 1 round

Increases the body temperature of the caster, providing protection from the cold. The spell takes the form of a repeating mental chant, which slowly increases internal temperature and negates the effects of hyperthermia, freezing, and other cold based discomforts. For every 2 magic points spent, the caster may maintain their temperature at a normal level for one hour.

Allegedly, the Tibetan meditative practice known as "Tummo" (where practitioners can generate body heat through meditation) is considered some derivation of this spell.

Deeper magic: in the hands of a powerful Mythos wizard, this spell can be taken to frightening heights. Rather than maintaining body temperature at normal levels, the caster may increase their temperature to such an extent that combustible materials (including the caster's clothes) are ignited by touch, and the flesh of others is burned (if successful in combat, the caster's hands cause 1D6+1 damage). This greater effect costs 2 magic points per round to maintain.

Alternative names: *Cthugha's Rebuke, Word of Flame, Touch of Ra.*



Wasting Curse, The

- **Cost:** 15 POW; 2D8 Sanity points
- **Casting time:** 1 week

Causes rapid aging and eventually death. A week-long ritual is required where the caster must solely focus upon dark meditations concerning the spell's target. If during this time the caster is disturbed in any way, the spell must be restarted and the costs repaid. At the end of seven days the caster must win an opposed POW roll with the target: if failed, the spell is turned upon the caster (who instead suffers the following effects).

The spell causes a hideous wasting effect, with the target aging 10 years for each month that passes. Death follows a year and a day thereafter. The target may fight off the foul magic if they can succeed in an Extreme CON roll (one roll allowable). Whether it is successful or not, deduct 1D10 points from each of STR, CON, INT, DEX, and APP (adjust hit points and other derived values accordingly) per month the spell is in effect. In addition, for each month that the spell is active, the target should make a Sanity roll (1/1D6 loss). Other magical means to negate or reverse the spell may exist.

Alternative names: *The Doom of Man, Degeneration, Journey of Bone.*

Wave of Oblivion

- Cost: 30 magic points; 1D8 Sanity points
- **Casting time:** 1 hour

A mighty spell that causes a powerful ocean wave to smash down at the caster's direction. The caster must be able to see the intended target location and sufficient quantities of salt water must be present to create the wave. The caster stands in the water to cast the spell.

The wave volume is 3,000 cubic feet, enough to swamp or capsize a small sloop. Needless to say, people swallowed up by such waves vanish forever below the surface.

Others can contribute magic points to the spell to create vast waves capable of sinking ocean liners, battleships, or Manhattan Island. Those knowing the spell can contribute as many magic points as desired and must expend 1D8 Sanity points. Those who do not know the spell can contribute 1 magic point each. At a minimum of 30 magic points, the wave is ten feet long, ten feet wide, and thirty feet high. Each additional magic point adds a foot to the length and width of the wave.

Alternative names: *Song of the Ocean's Fist, The Salt Gift, Ye Watery Doom.*

Whirligig (Dreamlands)

- **Cost:** 8+ magic points; 1D3 Sanity points
- **Casting time:** 2 rounds

This spell may only be cast in the Dreamlands. A gyrating whirlwind of black threads sweeps up the target, spinning them into the air—unless they win an opposed POW roll with the caster. The height may be raised or lowered by 10 feet per round per extra magic point the caster expends. When the spell expires, the target falls and may take damage (1D6 per 10 feet); in any case, they are dizzy and unable to stand or act for 1D6 rounds or until the target successfully makes an Extreme DEX roll, which can be attempted once per round. The spell costs 8 magic points for each round that the spell is maintained. The spell has a range of 10 feet.

Alternative names: *The Black Spiral, Command Whirlwind, Circumvolution.*

White Web of Soren (Dreamlands)

- **Cost:** 4+ magic points; 1D6 Sanity points
- **Casting time:** 1+ rounds

This spell may only be cast in the Dreamlands. Forms thick, white ribbon-like strands of matter to wrap around the target, which can be up to 10 yards away. The spell costs 4 points per strand created and it takes one round to create each strand. For each strand that wraps around the target, roll a cumulative 1D10: when the total of the rolls exceeds one-fifth of the target object's SIZ, it begins to look transparent. The instant that the total of the 1D10 rolls exceed half the target object's SIZ, the object, strands and all, vanish in a puff of smoke and a flash of light.

If the target is a living creature, the strands prevent movement—a successful opposed STR roll versus the sum of the 1D10 rolls multiplied by 5 allows the strands to be broken (thus, it get harder to escape as more strands constrict). After ten rounds, if the target has not yet vanished, the strands begin to evaporate at the rate of one per round.

As to where in the Dreamlands vanished objects and people appear is something left to the Keeper to determine.

Alternative names: *White Ribbons of Vanishing, Soren's Web.*

Winds of Desolation (Folk)

- **Cost:** 4+ magic points; 1D8 sanity points
- **Casting time:** 2 rounds

Causes winds to increase with great intensity. Cast at sea, this spell causes waves to break at the caster's direction. Such winds could also cause fires to spread at the caster's direction. Needless to say, people swallowed up by powerful waves or caught in a large firestorm take the appropriate damage. It is believed that such winds of desolation blow from Limbo, often carrying raging spirits with them.

To determine the spell's cost see the table (below) for examples of wind STR and the number of magic points required, taking into account the present weather situation. For example, if the wind is (naturally) blowing a gale (STR 61 to 100) then the caster, wishing to turn it into a hurricane, need only spend 32 magic points (64–32=32). The change in weather lasts for approximately 20 minutes.

Those caught outside in such conditions and who try to move against the wind unaided, must succeed in an opposed STR roll against the STR of the wind.

Alternative names: *Call Tempest, Breath of Judgment.*

Wither Limb

- **Cost:** 8 magic points; 1D6 Sanity points
- **Casting time:** instantaneous

A terrifying spell designed to torment and cause permanent damage to a target. For the spell to take effect the caster must be within 10 yards of the target and succeed in an opposed POW roll with the target. If successful, the caster nominates an arm or leg. The said appendage rapidly and painfully withers and shrivels; causing 1D8 hit points of damage and a permanent loss of 2D10 CON. The target and any witnesses should make a Sanity roll (0/1D3 loss).

Alternative names: *The Song of Pain, Shrivel Thy Enemy, The Wasting Burn.*

Woeful Itch (Dreamlands)

- **Cost:** 4 magic points; 1D3 Sanity points
- **Casting time:** 1 round

This spell may only be cast in the Dreamlands. A cloud of glittering motes flutters to the target, who falls into a frenzy of scratching and tearing at their flesh as they attempt to halt the maddening itch. The target is absolutely

Winds of Desolation Strength

Wind STR	Magic Points	Description	Effect on Land	Effect at Sea
5–10	4	Breeze	Leaves rustle	Choppy seas
11–30	8	Strong Breeze	Branches wave	Full sail
31–60	16	Strong Wind	Branches snap	Sails strain
61–100	32	Gale*	Limited structural damage	Mast snaps
101–150+	64	Hurricane*	Widespread damage	Ship capsizes

**Gales may knock down humans (opposed STR roll). Hurricanes are a great menace to both life and physical surroundings, not only from the devastating wind, but also from flying debris.*

incapacitated until they can make a successful CON roll, which can be attempted once per round. The spell ends after 4 rounds and may be cancelled by the caster before then.

Deeper magic: the greater itching caused by this more powerful variant drives the poor target of the spell to tear away their own flesh in a fury of scratching. Each round, the target suffers 1D4 damage. This variant lasts for 4 rounds but may then be extended for 2 magic points per round thereafter.

Alternative names: *Crawling Mania, Boundless Torment, The Terrible Chaffing.*

Words of Power

- **Cost:** 3+ magic points; 1D6 Sanity points
- **Casting time:** 10+ minutes

Creates an intense bond with a large group of listeners. The caster must speak extemporaneously and seemingly from the heart, maintaining the audience's attention. For each argument, point of view, or command, the caster expends 3 magic points and must make a successful communication roll as the Keeper thinks appropriate (Charm, Fast Talk, or Persuade), or the speech ends indecisively and in confusion. At the end of a successful speech, the audience thoroughly believes what has been said for 1D3 days.

Alternative names: *Sekhmenkenhep's Words, Beguile the Unrighteous, Mastery of the Mob.*

Worms

- **Cost:** 10 magic points; 6 Sanity points
- **Casting time:** 2 rounds

Causes thousands of black, wriggling roundworms, each about six inches long, to generate within the target's digestive system, and pour out of their orifices, incidentally causing death by suffocation. The spellcaster must touch the target and overcome its POW in an opposed roll. The generation of additional worms lasts as long as the target lives—use the Drowning rules (*Call of Cthulhu Rulebook*, page 205) to determine length of their fleeting remainder of life. Dismaying to watch and impossible to stop, witnesses should make a Sanity roll (1/1D6 loss).

While rumors abound within the journals of sorcerers, no definitive prevention or cure has been uncovered for this horrific spell.

Alternative names: *Congregation of Worms, The Wriggling Doom of One Thousand Serpents, The Black Writhing.*

Wrack

- **Cost:** 3 magic points; 1 Sanity point
- **Casting time:** 1 round

Temporarily incapacitates a single target who is within 10 yards of the caster. For the spell to take effect the caster must succeed in an opposed POW roll with the target. Intense, wracking pains seize the target, their face and hands blister and drip fluid, and their eyes cloud with blood causing temporarily blindness. The target is rendered completely helpless during the period of the spell's effect.

The effect lasts 1D6 rounds, after which sight returns. In 3D10 minutes, the target fully recovers and can resume normal activity. Traces of physical corruption fade quickly and in 24 hours only faint blemishes can be seen on the skin. The terrifying experience calls for a Sanity roll (1/1D6+1 loss).

Alternative names: *Woeful Agony of the Wretched, The Festering Blindness of the Seven Hells, Rend Enemy.*

Wrath of Ages

- **Cost:** 10 magic points; 1D6 Sanity points; 1 hit point
- **Casting time:** 1 round

This deadly spell is only cast in dire need as it exacts a heavy cost upon the caster. The caster slices deeply into their open hand (1 damage in each instance) and gestures toward their intended target(s) in an arc, spraying their blood through the air. The caster may select 1 to 5 targets, allocating 5D6 in damage split between these targets. Thus, 1 target could receive 5D6 damage, whereas 5 targets would each suffer 1D6 damage. The damage ignores armor and manifests as the target withering rapidly. Skin begins to decay and turn to dust to the point where a target killed by the spell simply explodes in a cloud of dust and ash.

Alternative names: *Consign to Dust, The Hateful Pox, Blood of Decay.*

Wrath of Pazzuzu

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** instantaneous

Sends a powerful bolt of energy from the caster's outstretched hands to a target up to 100 yards distant. The effect is as if a bolt of lightning had struck the target: each bolt deals 1D6 damage, accompanied by a decisive sonic crack.

Alternative names: *Castigation, Scold, Black Lightning.*

- Y -

Yellow Sign, The

- **Cost:** 10 POW; 1D8 Sanity points
- **Casting time:** 1+ hour

Creates the sigil of the King in Yellow. The spell comprises two parts. Firstly, using mundane tools (i.e. yellow paint, thread, or another medium) the caster draws or fashions the hideous Yellow Sign upon a surface. The Sign is not active until the second part of the ritual is completed (which may be accomplished at a later time) when the caster imbues the Sign with power drawn directly from Hastur; thus, creating the sigil permanently.

Once the Yellow Sign is active, it provokes disgust and uneasy feelings for those who view it (Sanity roll for 0/1D6 loss). The Sign seems to swirl, shimmer, and squirm, as if reaching for the onlooker. This effect takes but a moment; however, to the person affected, it feels as if time has stood still.

Those who lose Sanity points from seeing the Yellow Sign are cursed; the next time they sleep they should make another Sanity roll and if failed, they suffer terrible nightmares concerning the King in Yellow, Carcosa, and Hastur costing a further point of Sanity. Each time thereafter the person sleeps they should make a Sanity roll (0/1) and this is repeated each night until either they succeed in making a Sanity roll (which prevents further Sanity loss) or madness overtakes them. Note that even though a successful Sanity roll negates further nightmares and Sanity loss, should that person come to view the Yellow Sign again, the process is restarted.

If this spell is cast by someone who is not a worshipper of Hastur then dire consequences will ensue. The unbeliever will begin to see the Yellow Sign everywhere, each time automatically losing 1 Sanity point until they become a quivering wreck. Once enough Sanity has been lost to cause indefinite insanity (normally taking a few days at the Keeper's discretion), the afflicted person begins to suffer from visions of the King in Yellow, which in turn lead to a desire to summon the King in Yellow to beg forgiveness for using His sign in vain. A kindly Keeper may allow the unfortunate wretch a combined Sanity and POW roll to see if they can break free of the curse. Ultimately though, for most, they become pawns of Hastur, malleable to His will and likely to become a permanently insane devotee.

Alternative names: none known.

Yellow Spirit-Leap Seal (Folk)

- **Cost:** 4+ magic points; 1D4 Sanity points
- **Casting time:** 1+ round

Creates a magical barrier that repels wild animals and Earthly supernatural entities (such as vampires and wraiths). Mythos monsters (such as ghouls, deep ones, etc.) are unaffected. Each person, including the caster, protected by the barrier sacrifices 4 magic points. Though the caster is protected immediately, each additional person requires an additional round for the barrier to encompass them (determine the order randomly).

The spell requires that the caster first constructs a seal—a block of hardwood about four inches across, engraved symbols and words of protection (an appropriate Art/Craft roll may be required at the Keeper's discretion). The piece of wood is not magical but is necessary in stamping the seal into the earth around oneself, to delineate and confirm the magical barrier. The spell lasts 6 hours. During that time if an affected creature approaches the barrier it must win an opposed POW roll with the caster: if the creature fails, it is not only barred but repelled and it flees from the area.

Alternative names: *Confirm Sacred Ground, Repel Creature of the Night.*

- Z -

Zymoticism

- **Cost:** 4+ magic points; 1D4 Sanity points
- **Casting time:** 1+ round

Unleashes a malicious fungal infection, which controls the actions of the target and, ultimately, their death. The spell requires the caster to gather an assortment of fungi, which are used in the preparation of a paste. The caster ritually stirs the paste while reciting the names of the one hundred dark young of Shub-Niggurath and also concentrates on a single action he or she wishes the target(s) of the spell to perform. Once finished, the caster may use the paste to infect one or more targets. The spell creates enough paste for four doses.

Infection may be brought about through ingestion or prolonged contact (at least 4 rounds). Note that the caster is immune to the infection when coating another's skin with the paste. The paste is a pale white in color and odorless if used in food; otherwise, it looks like a thin porridge. If one dose is used, the target may make a combined CON and POW roll to resist the spell's effects.

Fungus Timeline

Day One	Target feels ill. Loss of 1 hit point.
Day Two	Fungal strands can be seen under the skin. Loss of 2 hit points.
Day Three	The fungus breaks through the skin in patches. Loss of 3 hit points.
Day Four	Target's brain is riddled with fungus. Irresistible urge to enact the implanted command. Loss of 3 hit points.
Day Five	Fungal blooms cover the target's body. Loss of 3 hit points.
Day Six +	The target no longer looks human and is a walking fungus. Loss of 3 hit points per day until death.

If the dose is doubled for one target, the combined roll is at Hard difficulty; if tripled, the difficulty is increased to Extreme. If four doses are combined for a single individual the spell is automatically successful. Naturally, the caster will have to coat the paste over the target's body for applications exceedingly one dose—requiring the target to be unconscious or compliant.

Once the target is infected, the magical fungus begins to grow and take over their body. The rate of growth and control is illustrated below, although a Keeper may accelerate the process if so desired. Within days, the fungus controls the target's actions, implanting an irresistible urge to undertake whatever course of action the caster had preordained when preparing the spell. Such commands could include finding an item and bringing it to the caster, finding and killing a person, and so on. Implanted commands may be triggered to occur only at a certain time and date. The longer the infection, the more zombie-like the target becomes as their mind and body are consumed. Whether the target is able to carry out the command or not, he or she eventually dies, fully consumed by the fungus. In time, the fungus decays into nothingness, leaving behind the twisted and gnarled bones of the target.

Alternative names: *Canker of the Toadstool, The White Corruption.*



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AUTHOR BIOGRAPHIES





MIKE MASON is the *Call of Cthulhu* Line Editor at Chaosium Inc., and the co-writer of the latest edition of *Call of Cthulhu*, author of *Pulp Cthulhu*, and contributing author and editor for the revised *Horror on the Orient Express*. Mike oversees the *Call of Cthulhu* line, working with writers and artists to produce scenarios, supplements, and campaigns, as well as writing, developing, and editing their content. Mike lives in Gotham, England and enjoys watching horror films, reading history books, and drinking tea.

MATTHEW SANDERSON had ambitions to be a writer long before he heard of roleplaying games. An avid reader of horrors and thrillers, he learned of RPGs two weeks before his high school exams and has not looked back since. As a regular attendee of UK gaming conventions, he was discovered running a game of *Call of Cthulhu* at a local event and this led to the publication of his first scenario. Since then, Matthew has written for several RPG lines but predominantly those concerned with the machinations of the Great Old Ones.

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